

# Ryan Willette

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## SUMMARY

Senior Software Engineer with 11+ years of experience designing distributed backend systems, real-time services, cloud infrastructure, and developer tooling. Extensive experience with Go, Java, Rust, Python, TypeScript, and high-performance production systems across gaming, e-commerce, and mobile platforms.

## CORE TECHNOLOGIES

**Languages:** Golang, TypeScript, Java, Kotlin, Python, Solidity, JavaScript, Rust, C, C++, HTML/CSS

**Cloud & Infrastructure:** Amazon Web Services (AWS), Google Cloud Platform (GCP), Jenkins

**Databases & Backend:** MongoDB, PostgreSQL, SQLite, MySQL, Redis, RabbitMQ, gRPC, Etcd, Kafka

**Tools & Other:** Git, Github, Gitlab, OpenGL, Node.js, React, React Native, AWS SQS, AWS EC2, Docker, Kubernetes, Nest.js, Grafana, Prometheus, Posthog, Claude Code, ChatGPT Codex

## PROFESSIONAL EXPERIENCE

### Sophon Labs | Full Stack Engineer (Remote) | Dec 2023 – June 2026

- Led and owned engineering on multiple products released on Sophon Lab's ZkSync based Layer 2 during early & growth phases
- Architected and developed performant and scalable microservices for mobile USDC banking app
- Developed backend integrations for LiFi, CCTP, Across, and other DeFi protocols for use with ERC-4337 compliant smart accounts
- Developed and deployed production-grade and audited smart contracts for ENS-compatible L2 resolution service, providing Sophon's L2 accounts with identity / on-chain aliases
- Implemented a production-grade ERC-3668 CCIP-Read gateway in Go supporting verification via storage proofs & signatures, with many backend options from SQL to Layer 2 contracts
- Maintained and extended fork of Brownie, a popular open-source development & testing environment for Solidity, integrating zkSync's zkEVM compiler into the toolchain
- Designed and built backend for reward distribution platform. Securely distributed millions of dollars in rewards to over 8,000 users during its lifespan

### Byt, Inc | Backend Engineer (Remote) | Dec 2021 – June 2023

- Led engineering on backend for NFT marketplace during the early stage period of the startup.
- Architected and engineered a low-latency Solana transaction indexing service in Golang to streamline NFT marketplace data ingestion and real-time blockchain event handling
- Developed high-performance NFT marketplace APIs utilizing Golang and TypeScript to ensure system scalability

### Moonsworth, LLC | Software Engineer (Remote) | April 2020 – April 2022

- Developed real-time animated cosmetic rendering systems in OpenGL for a large-scale multiplayer gaming platform
- Designed and implemented the initial extensible cosmetics framework supporting animated assets, OBJ-based models, and dynamic texture rendering pipelines
- Built internal tooling in Go for automated texture processing, optimization, and asset pipeline improvements.
- Helped architect and develop a version-agnostic client API using low-level JVM code injection to accelerate cross-version compatibility and release workflows
- Contributed to performance-sensitive client systems and rendering infrastructure used by a large active player base

## **MCTeams.com | Lead Software Engineer** (Remote) | Dec 2017 – April 2020

- Designed and engineered high-scale backend services for a multiplayer gaming platform supporting a player base exceeding 10,000 users
- Engineered extensible game frameworks to accelerate development lifecycle
- Built and maintained automated continuous-integration pipelines to enable seamless, zero-downtime updates across the production stack via GitHub Actions and Jenkins
- Designed and developed a distributed queuing system to route thousands of concurrent users and ensure stability during peak traffic via Redis

## **FrozenOrb, LLC | Software Engineer** (Remote) | Jan 2015 – Dec 2017

- Spearheaded development for multiple high-traffic game servers, architecting production-grade Java frameworks and optimizing backend infrastructure (Java, MongoDB, Redis) for a network with over 1M unique lifetime users.

## **PROJECTS**

### **Astrophotography**

- Contributing to citizen science through collecting hundreds of hours of deep-space pictures. Earned various accolades such as Top Pick Nomination on the platform AstroBin.

### **Vibemine** | [github.com/rbrick/vibemine](https://github.com/rbrick/vibemine)

- Engineered a coding agent harness in Minecraft. Leverages GraalVM's Polyglot and a custom runtime to enable development of dynamic, hot-swappable plugins, allowing users to rapidly prototype complex game mechanics in natural language via LLMs