

Bilal Zahory

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SUMMARY

Web3 full-stack engineer with proven production impact at Uniswap and MetaMask, driving millions in profits.

EXPERIENCE

Software Engineer (Swap) | *Same Stack + Bun, Vite, Biome*

July 2025 – Present

Uniswap

NYC (hybrid)

- Cut Unichain swap time from 2s to .2s by fetching receipts with flashblock-aware RPCs then parsing event logs to get the final swap amount ([loved implementing this](#))
- Reduced friction on 500,000+ swaps with [preselect token buttons](#)
- Unblocked urgent Solana release for Swap through rapid code+design cycles, ensuring SPL 2022 token support, and improved feature gating

Software Engineer (Wallet) | *React Native + TS, Tamagui, Redux Saga, ESLint*

August 2024 – July 2025

Uniswap

Fully Remote

- Enabled 150,000+ [wallet](#) testnet sessions, implementing it over 4 days to make our Unichain Sepolia GTM launch
- Contributed to over 100k Uniswap smart wallet delegations via throttled, action-prompted nudges, a sleek management screen, and JIT delegation checks
- Allowed 10,000+ wallet users to interact with the Monad Testnet by implementing the network in direct collaboration with their team
- Prevented recurring production runtime crashes with custom lint rule support + [guidelines](#) ([first rule](#))

Full Stack Engineer | *Same Stack + Node/Express, Solidity, Vite, SCSS, Go*

August 2023 – August 2024

MetaMask

Fully Remote

- Achieved a \$10,000,000+ annualized run rate for [MetaMask Bridges](#) with only 2 other developers (see: [Dune](#))
- Led the overhaul + integration of swaps (see: [PR](#)) for a send flow accounting for 10,000,000+ transactions/month
- Reduced overhead by \$40,000+/month by executing a multi-phased migration from an external transaction simulation provider to an in-house offering
- Doubled mobile revenue share by implementing and optimizing a conversion flow from MetaMask Mobile with performance optimizations, auto-scrolling, and native-like web components

Frontend Engineer | *React + TS, Redux, Jest, Ethers, Tailwind, MixPanel*

May 2022 – August 2023

MetaMask

Fully Remote

- Developed the [MetaMask Bridges](#) UI using React, TypeScript, and Redux to enable the seamless transfer of tokens across 9 EVM-compatible Blockchains
- Drove \$1,000,000,000+ in volume and \$9,500,000+ in fees (see: [Dune](#), [Arkham](#)) since launching in November 2022
- Led optimization initiatives by incorporating navigational lazy loading, JS thread yielding and lint-enforced tree shaking, resulting in a 25% decrease in FCP time and eradication of all 22 long tasks in a core flow

Frontend Engineer / Founder | *React Native, JavaScript, Expo*

March 2021 – April 2022

Buzz Crypto

Sterling, VA

- Created a group crypto trading app UI using React Native
- Implemented a lightweight touch-to-data mapping function which cut down touch latency for a feature by 90%

Computer Science Teacher | *HTML, CSS, JS*

August 2019 - March 2021

Coder Kids Inc.

McLean, VA

- Taught 100+ classes on the basics of web development to groups of 15+ K-8 students

PROJECTS

Puzzle App w/ Auth | *React, TypeScript, Next, Prisma, Tailwind, next-auth, bcrypt*

- Filled in knowledge gaps from primarily working in web3 (e.g., traditional authentication methods, relational databases, managing profiles, handling passwords)

School Website | *HTML, CSS, JS*

- Developed a mobile-friendly single-paged website that won first place out of 50 teams at the Academies of Loudoun

TECHNICAL SKILLS

Languages: TypeScript, Solidity, HTML, CSS, JS, Go

Frameworks: React Native, React, Node.js, Jest, Playwright, Maestro, SCSS

Libraries: Redux, Ethers, Express, Tamagui, Tailwind, Wagmi