



Theo Hallenius

Blockchain/Software developer, 2D/3D Artist

Typescript

Python

C/C++

Rholang

Solidity

Godot

Svelte

React

Ionic

Blockchain

Blender

Rust

Scala

Nov 2022 -
April 2023



Co-Founded Rhonix Labs (rhonix.io) & made Rhonix SDK for Godot

May 2022 -
Aug 2022



Developer at Tree of Wally Foundation for Airspark (airsprk.com)

Nov 2021 -
Aug 2022



Joined the board of directors at RChain Cooperative (rchain.coop)

Aug 2021 -
Aug 2022



Software developer at RChain Publishing (r-pub.com)

July
2020



Made a p2p anonymous voting app with Berty protocol (voteid.io)

Feb 2020 -
Aug 2022



Joined Gov.Committee at RChain (rchain.coop). Ran my own Mainnet validator node at launch.

Sep 2019-
Dec 2019



Plugin Developer at Enjin Coin (enjin.io)

July 2019-
Aug 2019



Game developer at Inner Q-ality LTD on CubeSpawn Maker

Nov
2017



Founded MyEtherSports S.R.L., a blockchain company specializing in sportsbetting (myethersports.com)

Sep 2015-
Jun 2017



Studied Technical Artist at Blekinge Institute of Technology, Sweden.

Sep 2015-
Feb 2016



Volunteered as a System Administrator at Godot Engine (at godotengine.org)

Sep 2012-
Jun 2015



Studied Civil Engineering in Game and Software development at BTH, Sweden

Sep 2009-
Jun 2012




Game Graphics and Animation at Törnströmska Gymnasiet in Karlskrona, Sweden

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