

# Alec Savoy

*Senior Distributed Systems Engineer / Protocol Architect*

## Contact

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## Core Expertise

- Protocol design for centralized and decentralized systems
- Cryptographic primitives and key management
- Content-addressed storage and data integrity
- Payments, wallets, and blockchain coordination
- Event-driven architecture and messaging
- Infrastructure and DevOps for cloud and validator networks

## Languages

Go, Rust, JavaScript/TypeScript, Scala, Python

## Protocols & Systems

CometBFT, Solana, Ethereum, gRPC, ConnectRPC

## Data

PostgreSQL, PebbleDB, SQLite, MongoDB

## Infra

Docker, Kubernetes, GitHub Actions, CircleCI, Pulumi

## Experience

### Audius

*Senior Software Engineer*

Jan. 2023 – Dec. 2025

#### Audius Protocol

- Designed and released a typescript-based plugin system for the Audius Protocol (Pedalboard)
- Moved high-throughput write and play paths off Solana into an in-house Layer 1, reducing RPC load and improving throughput
- Decreased on-call events from weekly to quarterly by moving to the OpenAudio Protocol

#### OpenAudio Protocol

- Prototyped, implemented, and released the first Layer 1 protocol for music distribution and interoperability
- Open-sourced and maintained validator, block explorer, and schema repositories
- Migrated the Audius Protocol to OpenAudio with zero downtime
- Released the OpenAudio brand and community

### First Foundry

*Lead/Senior Software Engineer*

Apr. 2017 – Jan. 2023

#### Rally.io

- Built backend services for creator tokens using Akka, PostgreSQL, MongoDB, and Kafka
- Integrated with live Twitch event streams to power real-time games, leaderboards, and viewer rewards

#### Forte.io

- Developed blockchain tooling for game economies using Rust, RabbitMQ, PostgreSQL, and OpenEthereum
- Converted entire project from synchronous to asynchronous Rust, introducing tokio and async/await
- Developed Solidity smart contracts including bonding curves, AMMs, staking, and ERC20/721/1155 tokens

### University of Oregon

*Technology Service Desk Analyst*

Apr. 2016 – Jun. 2017

#### Computing Center

- Provided technical support for students, staff, and faculty through walk-in, phone, and email channels
- Managed ticket queue using RT request tracking system
- Maintained technical documentation in Confluence

### Resonant Systems

*Founder / Principal Engineer*

Dec. 2025 – Present

#### Shreddr

- Designed cryptographic ticketing and access-control systems for live events with payment and on-chain verification

#### Mojave

- Designing decentralized media distribution network with validator-operated storage and encrypted assets

#### Stashd

- Exploring cryptographic proof-based merch purchasing and distribution for live events

### University of Oregon

*B.S. Spatial Data Science*

2014 – 2018