Alec Savoy

Senior Distributed Systems Engineer / Protocol Architect

Contact

github.com/alecsavvy
linkedin.com/in/alecsavvy
alecjsavvy@gmail.com

Technologies

Languages:
Go, Rust,
JavaScript/TypeScript, Scala,
Python

Protocols & Systems:
CometBFT, Solana, Ethereum,
protobuf, gRPC, ConnectRPC,
REST, OpenAPI

Data:
PostgreSQL, PebbleDB, SQLite,
MongoDB

Infra:
Docker, Kubernetes, GitHub
Actions, CircleCI, Pulumi, AWS,
GCP

Core Expertise

- Distributed systems and protocol design across centralized services and decentralized networks
- Cryptographic primitives, key management, and signing workflows
- Content-addressed storage, replication, and data integrity
- Payments, wallets, and on-chain/off-chain coordination
- Event-driven architecture and message-based workflows
- Production infrastructure and DevOps across centralized cloud and decentralized validator networks

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
- Used CometBFT for consensus, PostgreSQL for metadata storage, and gRPC/ConnectRPC for node APIs
- Open-sourced and maintained validator, block explorer, and schema repositories
- Migrated the Audius Protocol to OpenAudio with zero downtime and no user-facing disruption
- Worked with the executives at Audius to release 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
- Developed a Twitch extension and bot for viewers to interact with the platform and earn rewards

Forte.io

- Developed blockchain tooling for game economies and external partner integrations using Rust, RabbitMQ, PostgreSQL, OpenEthereum(Parity), and Redis
- Converted the entire project from synchronous rust to asynchronous rust, introduced tokio and async/await, and improved performance and scalability
- Introduced Kafka/RabbitMQ for message-based multi-step workflows and event-driven architecture
- Contributed to protocol-level architecture and API design
- Developed Solidity smart contracts for game economies, including bonding curves, AMMs, staking, and ERC20/721/1155 tokens

Resonant Systems

Founder / Principal Engineer   Dec. 2025 – Present

Shreddr

- Designed cryptographic ticketing and access-control systems for live events
- Built backend services integrating payments and on-chain verification
- Used Coinflow and Phantom Connect for payments and wallet integration

Mojave
- Designing and implementing a decentralized media distribution network with validator-operated storage
- Building CometBFT-based consensus, encrypted asset storage, and metadata pipelines

Stashd
- Exploring merch purchasing and distribution using cryptographic proofs for live events

Education

University of Oregon   2014 – 2018
B.S. Spatial Data Science and Technology