

# Alec Savoy

*Senior Distributed Systems Engineer / Protocol Architect*

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## 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

## 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

## Experience

### **Audius**

Jan. 2023 – Dec. 2025

*Senior Software Engineer*

#### **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**

Apr. 2017 – Jan. 2023

*Lead/Senior Software Engineer*

#### **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**

Dec. 2025 – Present

*Founder / Principal Engineer***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, B.S. Spatial Data Science and Technology (2018)