

Vedant Chainani

 github.com/Envoy-VC

 envoy1084.xyz

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EDUCATION

Indian Institute of Information Technology, Agartala

B. Tech. Computer Science and Engineering

June 2026

Current GPA: 8.84/10

EXPERIENCE

Nillion Nucleus Builder Program | Builder

June 2024 - June 2025

- Developing a multiplayer battleship game using Multi-Party Compute (MPC) on Nillion Network.
- Built using React Three Fiber which implements game modes like PvP, AI-vs-Player, Classic Battleship, and Single Ship Showdown.

Lumos Labs | Technical Writer Intern

November 2023 - January 2024

- Authored technical courses for Lumos Academy in collaboration with protocols including Avalanche, MINA, ZeeKaptcha, and Archway, covering smart contract development and zero-knowledge proofs.

SKILLS

Languages: C, C++, JavaScript, TypeScript, Python, Solidity, Noir, Nada (Nillion MPC), o1js (Mina Protocol)

Frontend: React, Next.js, Three.js, React Three Fiber, Tailwind CSS, Framer Motion, Zustand, React Query, Dexie

Backend & Databases: PostgreSQL, Supabase, Convex, tRPC

Build & Tooling: Vitest, tsup, Docker, Changesets

PROJECTS

Tesser Streams | Solidity, wagmi, React, Typescript.

- Built a fractional vesting protocol that enables customizable token vesting schedules with mathematical precision.
- Implemented Modular Protocol design using Diamond Proxy patterns to ensure upgradability for facets.

Kaos | Next.js, Convex, wagmi, Docker, Eliza

- A playfully chaotic social network where every controversial opinion splits into parallel realities based on user sentiment, enabling real-time interaction and debate branching.
- Integrated Snickerdoodle Autonomous Agent (built with Eliza Stack) on Altlayer Autonome Platform

Harvest Horizons | React.js, Phaser 3, Goat SDK

- A 2D farming game using Phaser 3, implementing AI farmer agents to autonomously execute tasks (planting, harvesting, trading) via atomic action sequences.
- Integrated Goat SDK Plugin for AI agents to interact with on-chain inventory contracts, enabling real-time asset tracking and task execution.

AOS Playground | Monaco Editor, WASM, Dexie, React Panels

- Developed a web-based IDE for Arweave's aos, enabling Lua code compilation.
- Features multi-modal editor, native file explorer, and multiple themes, Lua AST parser and WASM module for syntax formatting and debugging

ACHIEVEMENTS

ETHGlobal Trifecta – One of Five finalists in ZK Track

Aztec: Alpha Builder 2 – Won the Grand Architect Trophy and the Lego Master Prize for overall excellence and for modularity.

ETH India – Finalist & 1st Place Coinbase Developer Platform Track

Superhack – 1st Place & Best Attestation Developer Tool

HackFS – Hackathon Finalist

Frameworks – Hackathon Finalist & Best use case of Karma3Labs OpenRank APIs

Arweave Community Hackathon – 1st Place for Blip (video sharing library on Arweave) also got featured on **PermaWeb News**