



**Matt Hamilton (He/Him)**  
Developer

## ← Experience



### Director

Dharach Pte. Lte · Full-time  
May 2022 - Present · 3 yrs 9 mos  
Singapore · Remote

Software development and consultancy



### Full Stack Developer

GovTech Barbados Ltd. · Contract  
Sep 2025 - Nov 2025 · 3 mos  
Bridgetown, Saint Michael, Barbados · Hybrid

As a Full Stack Developer at GovTech Barbados, I build the new alpha.gov.bb site as part of a fast, cross-functional team bringing citizen-centric public services online. I work across both frontend and backend systems to deliver features quickly, ensuring scalability, security, and clarity for users. By collaborating with designers, product, policy and user research colleagues, we make government services easier to use and understand.

**Skills:** Python · Artificial Intelligence (AI) · React.js · Technical Project Leadership



### Head of Developer Growth and Engineering

ASIMOV Protocol · Full-time  
Mar 2025 - Nov 2025 · 9 mos  
Remote · Remote

At ASIMOV, I lead Developer Relations, working at the intersection of AI, structured data, and decentralized infrastructure. ASIMOV is building the semantic layer for AI—verifiable, modular knowledge graphs that agents can reason over via our Model Context Protocol (MCP). My role is centered on growing our developer community: hosting hackathons, creating technical content, and supporting our polyglot SDKs and CLI tools to drive adoption of MCP-enabled agents and integrations.

I also champion Positron, ASIMOV's on-device intelligence layer. Positron is a local MCP server that fuses personal data—emails, notes, calendars, files—into a private knowledge graph directly on users' machines, enabling secure, cloudless reasoning



### Senior DevRel

The Arbitrum Foundation · Full-time  
May 2024 - Feb 2025 · 10 mos  
Barbados · Remote

helped me get this job



Developer Advocate working at Arbitrum Foundation, helping developers build on the leading Layer 2 network for Ethereum



### Principal Developer Advocate

Protocol Labs · Full-time  
Aug 2022 - May 2024 · 1 yr 10 mos  
Remote



### Director of Developer Relations

Bittensor · Full-time  
May 2022 - Aug 2022 · 4 mos  
Barbados / Remote



### Ripple

Full-time · 1 yr 2 mos

**Principal Developer Advocate**



Sep 2021 - Mar 2022 · 7 mos

Barbados / London

A continuation of my prior role, but with more focus on developer advocacy.

- Launch of a Discord community channel for developers (currently ~1,000 members)
- Continuation of Twitch livestreams, also interaction across channels: Mattermost, Discord, XRP Chat, Stackoverflow, Github.
- Help create, organise and judge two rounds of the XRP Ledger Grants program. Awarding a total of approx \$5M in funding to developers.
- Help launch and judge quarterly XRP Ledger hackathons
- The development of a public, crowd-sourced directory of projects in the XRP Ledger and XRP ecosystem.
- Interviewing new hires at Ripple. I was on 23 interview panels throughout the last year for a range of developer, community manager and program manager roles.
- Attended XRPL developer community meetups
- Provided internal consultancy to other initiatives, such as the Campus Ambassador program, Apex Developer conference, Educational programs, Documentation portal

#### **Director of Developer Relations**



Feb 2021 - Sep 2021 · 8 mos

Bristol, England, United Kingdom

I joined RippleX as the Director of Developer Relations and worked with others to form the overall strategy for Ripple's involvement with the wider XRP Ledger developer community. The main core of this strategy was looking at the various channels that developers were using and taking Ripple out to them and joining in the wider community.

I started a weekly developer-focussed livestream on Twitch in which I'd get guests on to come talk about projects they were developing and dive into the code of what they were building. This ranged from web-monetized music streaming websites, to experiments with NFT-enabled secure lockers.

- In the first year, I hosted 43 Twitch streams, totalling 58 hours of content, reaching 13,500 distinct viewers and 970 chatters.
- I spoke at 18 external speaking engagements, ranging from public conferences such as Techsylvania and the Singapore Fintech Festival, through to university blockchain clubs and YouTube channels.
- I spoke at 4 internal education events for various Ripple teams to help them better understand the XRP Ledger and crypto in general
- I planned and scripted a series of 10 short YouTube "explainer" videos on various aspects of the XRP Ledger. These were professionally animated and voiced.



#### **Developer Advocate**



IBM · Full-time

Mar 2020 - Feb 2021 · 1 yr

Bristol, England, United Kingdom

I joined the London city developer advocacy team for IBM Cloud. This team was responsible for in-person events and workshops to help developers understand and get hands-on experience with the various products in IBM Cloud. Due to Covid these were moved entirely online. I started a weekly Twitch livestream focussed on machine learning and AI and developing interactive Python notebooks for developers to work through.

I also hosted the IBM Think! "Hallway track" on Twitch which ran alongside the main IBM Think! developer conference. Speakers joined the Twitch livestream after their pre-recorded talk on the

"main stage", to have a more interactive talk and answer questions from the audience.

### EU Infrastructure Engineer

Compose, an IBM Company · Full-time  
Mar 2018 - Mar 2020 · 2 yrs 1 mo  
Bristol, United Kingdom

I was responsible for the development and maintenance of compliance tooling for ensuring compliance with SoC 2 and GDPR standards. I was also on the on-call rota for the support of Composes suite of databases hosted in IBM Cloud, AWS, and GCP.

### IT Consultant

Quernus  
Nov 2014 - Mar 2018 · 3 yrs 5 mos  
Bristol

I run my own technology consulting and development firm. My last project was the development of the Python backend for a simulation game for the UN's Global Festival of Ideas conference. This was deployed to Google App Engine and serviced a peak of 450 simultaneous mobile users and several game tables, processing approx 10,000 financial transactions / second.

Currently very interested in Ripple and Distributed Ledger Technology and using it to solve problems around payment flows.

### enquo

3 yrs 2 mos  
Bristol, United Kingdom

### Mobile Team lead

Jan 2016 - Dec 2017 · 2 yrs

At quo my role has been to build and lead the mobile development team. I recruited and built an in-house mobile development team from scratch consisting of three Android and three iOS developers to work alongside the team of two front-end developers, a graphic designer, two UX designers, and a team of six backend python developers. My responsibilities were to organise the work of the team, run the development process (loosely SCRUM-based, 2-week development cycles) and take requirements from the business to implementation. I also co-ordinated the work of the mobile team with the backend (Python, Cassandra, AWS) team with regards to APIs being developed. The team was geographically spread over eight countries and we utilised Slack along with a daily 'standup' meeting on Google Hangout.

I developed the original algorithms for offline search in the quo nutrition app. These were prototyped in Python before being coded in Swift and Java. This involved devising and testing search algorithms to replicate the capabilities of a full search server locally on the mobile device.

I am also responsible for the establishment and maintenance of our continuous test and build system. This shortens the time between code being written and the resultant app being in the hands of the testers and users. I built a system that automates the entire process of running the unit and integration tests on the apps, updating dependencies, building the app, signing the app with the correct provisioning profile and uploading the app for distribution.

### UK Operations

Nov 2014 - Dec 2017 · 3 yrs 2 mos



### Technical Director

Netsight Internet Solutions Ltd.  
2000 - Nov 2014 · 14 yrs 11 mos  
Bristol

Netsight Internet Solutions is a web development company specialising in combining both creative and technical skills to design and produce fast, effective and elegant websites. Netsight has been using Plone, an Open Source web CMS, and Pyramid a lightweight Python web framework. Clients range from local SMEs

to national and international corporations, education and public sector. My principle responsibilities included:

- Technical lead on the majority of Netsight's projects
- The development of Netsight's hosting and network infrastructure
- Zope & Plone consultation for clients both off and on-site
- Rollout and management of a Bristol-wide fibre optic network for the media industry (BMEX)
- Presentation and consultation at all levels of management, up to board level

Through this work I have gained a very good understanding of the internals of Zope and Plone on both a technical and community level. I have been involved on a technical level on performance optimisation of Plone (implementing a new strategy for Local Roles security indexes), and authentication (implementing Single Sign On systems based on Kerberos to interoperate seamlessly with Microsoft Active Directory, creating a pure-Python implementation of NTLM, reverse engineering .NET's ASPXAUTH cookie).

I have been responsible for the hosting and network infrastructure at Netsight, growing a service from a single server in a broom cupboard to a small independent datacentre. Initially developed on top of Cisco networking equipment with a combination of ATM and Ethernet services, it evolved to be pure ethernet run on a combination of HP Procure switches and OpenBSD-based routers. I led the effort to gain ISO27001 (Information Security) accreditation for Netsight's infrastructure and development operations.

#### Director

Plone Foundation

Oct 2008 - Nov 2013 · 5 yrs 2 mos



I am an Open Source advocate and have served on the Board of Directors for the Plone Foundation for five years. I have had various roles on the board including Treasurer, Vice President (201), and President (2011). The role of the foundation is the promote and protect Plone, dealing with legal and trademark issues as well as fund raising and supporting the community as a whole. I have attended numerous international Plone sprints, and conferences. I was the organiser of the Plone Conference in 2010 & 2014 with 300 attendees from 32 different countries.

<http://plone.org/foundation>

#### Programmer

Hewlett-Packard

May 1999 - Sep 1999 · 5 mos



During the summer of my final year at University, I worked as a software engineer with the Linear Tape Open (LTO) team at CPB. I was tasked with designing and coding the fault analysis applications to be used on the production line of HP's upcoming LTO tape drives.

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