

Thomas Payne

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I am a curious software engineer with a rounded understanding in distributed system design within blockchain technologies. Seeking to learn and build with a passionate team to continue pioneering the decentralized financial landscape.

Skills and Tools

- Proficient: Kotlin, Java, C#, Spring Boot
- Familiar: Golang, Solidity, Javascript, Truffle
- Cloud: Google Cloud
- Docker, Kubernetes, Helm, Github Actions
- Event driven architecture: Kafka, gRPC
- Postgres, Redis, PineconeDb
- SDK and API development
- Prometheus, Grafana
- Web App Development: React, Node.js, Web3.js
- Full stack debugging in all environments
- TestContainers, Jupiter, Mockito
- Vocal, strong sense of ownership and accountability

Experience

Backend Software Engineer, Mythical Games, Los Angeles CA. 01/2021 - Present

- Core contributor of SAGA, Mythical Games' EVM-compatible ERC20/ERC721 blockchain driven marketplace backend from inception to launch (third largest NFT blockchain by transaction volume)
- Maintain and improve SDKs and APIs that wrap blockchain smart contracts for use in NFL Rivals and Nitro Nation games
- Design, deliver and scale self healing Kotlin and Golang microservices by implementing retries and idempotency in Kafka consumers
- Write a safe, iterative metadata sorting algorithm to improve search performance for Blankos Marketplace metadata
- Assist in designing a bridging solution to transfer NFTs from Mythos chain to Ethereum
- Extend and debug chain execution and listening logic in Golang services that facilitate token mints, burns and transfers using OpenZeppelin, Truffle and Web3.js
- Scrape Prometheus metrics and generate Grafana dashboards to ensure quick identification of bugs during monitoring
- Dockerization of services for kubernetes, helm configurations and github actions to ensure smooth deployments

Software Engineer, Northrop Grumman, San Diego CA. 09/2019 – 12/2021

- Full-Stack agile development of data driven web app within JP2008 program (C# .NET, Postgres, React)
- Lead developer and application owner for sat com system within JSF subdivision, ranked top performer
- Created and edited development documents, analyzed and scoped requirements
- Implement unit testing to satisfy 100% code coverage requirements

Software Development Intern, ANSYS, Boulder CO. 05/2019 – 08/2019

- Expand python scripting API to enable users to script and record their geometric model designs for 3D modeling engine SpaceClaim (C# .NET, WPF)
- Optimize metadata storage by implementing serialization during shut down and start up procedures

Front End Developer, Integrated Teaching and Learning Lab, Boulder CO. 01/2018 – 01/2019

- Lead designer and developer of CU Boulder's Integrated Teaching and Learning Lab website

Software Development Intern, Circadence Corporation, Boulder CO. 05/2018 – 08/2018

- Extend API to trigger exploitation functionality for cyber simulation application *Project Ares* (Django, Python and Flask)

Education

BS Creative Technology and Design, Computer Science. University of Colorado Boulder, Boulder CO. 2019

Certifications, Research, Hobbies

- Udemy Certification: Design Microservices Architecture with Patterns & Principles
- Udemy Certification: Kubernetes and Docker, The Container Masterclass
- Udemy Certification: Ethereum and Solidity, The Complete Developers Guide
- AiApp development: SpringBoot microservice AI application using OpenAI and vector database technologies
- DApp development: Write a variety of small apps to familiarize myself with blockchain related tools and processes
- Research: Mobile and Networked Systems Laboratory, Boulder CO. 01/2019 – 08/2019

- Publication: Painometry, Wearable and Objective Quantification System for Acute Postoperative Pain Published ACM MobiSys 202 H. Truong, et al. (Accepted on 03/07/2020)