Thomas Payne

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Objective

Curious backend software engineer with a rounded understanding in distributed system design around blockchain technologies. Seeking to learn and build with a passionate team and continue to pioneer 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 an EVM blockchain driven marketplace backend from inception to launch
- Own idempotent Kotlin microservices and medium sized features that facilitate item and token operations
- Assist in designing a bridging solution to transfer items from in house blockchain to Ethereum
- Facilitate design for in game token mints, burns, and transfers with OpenZeppelin features such as Permit
- Extend execution and chain listening logic in Golang services that handle on-chain operations
- Assist in custodial key management design with third party systems such as Vault and FusionAuth
- Scrape Prometheus metrics and generate Grafana dashboards, monitor and participate in on call duties
- Leverage Truffle and Web3.js to debug chain events and verify transactions
- Work closely with infra ops to set up helm configurations and github actions to ensure smooth deployments
- Write unit and integration tests to validate end to end workflows and avoid regressions
- Create UML diagrams to express ideas and data flow through a variety of distributed services and data stores

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

- Full-Stack agile development of data driven web app (C# .NET, Postgres, React)
- CSCI Lead and application owner for JSF subdivision, ranked top performer
- Created and edited development documents, analyzed and scoped requirements

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

- Mechanical CAD Developer, extended 3D modeling engine feature set for *SpaceClaim* (C# .NET, WPF)

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 for cyber simulation application *Project Ares* (Django, Python and Flask)

Education

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

Certifications, Research, Hobbies

- Udemy Certification: Kubernetes and Docker, The Container Masterclass
- Udemy Certification: Ethereum and Solidity, The Complete Developers Guide
- AiApp development: Write distributed AI app with OpenAI API, vector databases and prompt engineering tactics
- 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)
- CU Boulder Cyber Security Club, Brazilian Jiu Jitsu purple belt, gearhead, health, lifestyle and outdoors enthusiast