

Naoki Sora *Full Stack & Blockchain Developer*

✉ mrvector206@gmail.com 📍 Osaka, Japan

About Me

I'm a full-stack & blockchain developer with 7+ years of experience building scalable, end-to-end applications using technologies like Solidity, Rust, Move, Haskell, Foundry, React, Next.js, and Node.js. I specialize in developing Smart Contracts, staking systems, trading bots, web wallets, NFT games, marketplaces, robust APIs, and secure cloud-native deployments. Leveraging deep expertise in Ethereum, Solana, Sui, Cardano, and Midnight, I develop innovative dApps that drive the evolution of the Web3 ecosystem.

Skills

- Solidity | Rust | Move | Haskell
- Hardhat | Foundry | Truffle
- Web3 | Ethers.js
- React.js | Next.js | Vue.js | Nuxt.js
- TypeScript | JavaScript
- Node.js | Express | Laravel | Python | Django
- RESTful API | GraphQL API
- PostgreSQL | MySQL | MongoDB
- ChakraUI | TailwindCSS | MUI | Antd
- Git

Education

2015 – 2018 **Bachelor of Informatics, Kansai University**
Osaka, Japan

2012 – 2015 **Osaka Prefectural Seijo Technical High School**
Osaka, Japan

Professional Experience

2023/04 – 2025/04 **Blockchain Engineer, Thirdweb**
San Francisco, CA, US

- Maintained and extended the Solidity smart contract stack, contributing to secure, gas-efficient features such as internal balance accounting and ERC-20-compatible governance tokens, reducing transfer gas costs significantly.
- Led full-stack development of a tokenized ticketing platform using React and Solidity, enabling secure event ticket issuance on-chain.
- Built a loan simulation tool for DeFi applications that improved user engagement and directly increased loan adoption by 10%.
- Created an internal frontend reporting system for Grab's business team, integrating real-time data analytics to support internal decision-making.
- Participated in end-to-end application maintenance, from contract development and testing (Hardhat, Foundry) to frontend integration and deployment.

2021/10 – 2023/04
Berlin, Germany

Blockchain Developer, Gnosis

- Developed and maintained smart contracts for DeFi and NFT platforms on Ethereum and EVM-compatible chains using Solidity, Hardhat, and Foundry.
- Implemented key features such as multi-signature wallets, token vesting mechanisms, and on-chain governance modules.
- Worked closely with frontend and backend teams to integrate Web3 features into apps using Ethers.js, Web3.js, and The Graph.
- Continuously explored emerging tools in the Web3 stack, experimenting with contract automation, gas optimization, and Layer 2 deployments to stay ahead of trends.

2019/08 – 2021/10
Osaka, Japan

Full Stack Developer, Keyence Corporation

- Architected a **RESTful API in Node.js/Express**, supporting user accounts, inventory CRUD, checkout flow, and shipping logistics
- Built a **React + Next.js frontend** with dynamic filtering, order tracking, and multi-step forms
- Implemented **Stripe integration** for payments and subscriptions
- Managed file uploads (product images, receipts) using **AWS S3** with signed URLs
- Built dashboards using **Recharts**, showing product performance and revenue trends
- Wrote unit/integration tests using Jest and Supertest

2018/12 – 2019/11
Osaka, Japan

Frontend Developer, Keyence Corporation

- **Improved UX and form logic**, optimizing validation and input handling to enhance usability, reduce user errors, and streamline key workflows.
- **Built interactive, data-driven interfaces** by integrating RESTful APIs across modular frontend components and multiple application views.
- **Collaborated cross-functionally** with backend engineers to define API contracts, resolve integration issues, and support continuous delivery in production.

2018/04 – 2018/12
Osaka, Japan

Intern, Keyence Corporation

- Built responsive web pages using HTML, CSS, JavaScript, and React
- Translated Figma designs into pixel-perfect, mobile-friendly layouts
- Experienced the company business work such as Agile methods, morning calls, teamwork and so on.

Interests

football | volleyball | singing | playing guitar

Not Interests

- Merge conflicts at 11:59 PM
- "It works on my machine" as an exit strategy
- Rewriting code that was just rewritten
- Being asked "Have you tried turning it off and on again?"