Kenneth Scott Smith

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Summary

- Full-stack blockchain developer building frontend/backend integration with smart contracts on the EVM
- Proven experience contributing to successful blockchain projects in languages such as Solidity, Rust, Go, Python, JS/TS
- Two-time hackathon winner and a shameless member of the Rust cult

Skills

- Languages & Tools: Solidity | Rust | Python | C | Typescript | JavaScript | Go | Foundry | Hardhat | Web3.js | EthersJS
- Web Development: NextJS | React | NodeJS | SQL | Django | MongoDB | HTML | CSS | RESTful APIs | ExpressJS | FastAPI
- Blockchain: Smart Contracts | Solidity Design Patterns | EVM Security | Gas Optimization | DeFi Protocols
- Cloud & DevOps: AWS services | Docker | CI/CD | Microservices | Cloud Architecture

Professional Experience

Senior Smart Contract Engineer, CryptoArt 03/2025 - Present

- Lead developer of the smart contracts for CryptoArt **ERC721** upgradeable NFTs implementing **ERC7160** standards.
- Wrote, tested, and deployed production-grade NFT smart contracts using **Solidity** and **Foundry**,
- Designed and executed **unit, integration, and fuzzing tests**, catching vulnerabilities before deployment.
- Led **smart contract security audits**, identified critical issues, and implemented fixes before launch.
- Owned the **full smart contract lifecycle**, from writing to optimizing gas costs and deploying on **EVM** chains.

Full Stack Blockchain Developer, Cytric 09/2024 - 02/2025

- Engineered production-grade **smart contracts** using **Solidity** and **Hardhat** for unit/integration testing
- Develop **RESTful** API's with **GO** and built **MongoDB**-based indexing service for blockchain events
- Integrated **Web3.js** and Ethers.js libraries with **Next.js** frontend and **FastAPI** to synchronize blockchain data
- Built scalable cloud infrastructure using **AWS** services for high-performance 3D asset rendering and blockchain integration

Smart Contract Developer, Independent 08/2023 - 08/2024

- Developed smart contracts with **Foundry** for a NFT staking game on the **EVM**,
- Implemented **ERC20** and **ERC721** tokens and upgradeable contracts, enhancing the game's flexibility and security
- Built blockchain apps using **Rust** and **Axum** on the backend and **Dioxus** on the frontend.

A.I. Software Engineer Internship, Polaris 02/2023 - 06/2023

- Achieved a **99%** accuracy rate in defect detection by designing **OpenCV** computer vision algorithms using **YOLOV3**
- Optimized **neural networks** on **CUDA**, resulting in a **30% improvement** in processing speed
- Maintained and updated software tools in **C++** and **Python**, ensuring high performance in object detection applications

Projects

BuzzKill: Honeycomb Hustle NFT Staking Game - Hackathon Winner

- **1st Place Winner** of the Viction Horizon Startup Hackathon Gaming track
- Built smart contracts leveraging **Solidity**, and **Foundry**, featuring NFT distribution and staking and a frontend in **Next.js**
- Links: Video demonstration / Github: Smart Contracts / Github: Frontend

Funding Rate Arbitrage for Crypto Futures Market - Hackathon Winner

- **1st Place Winner** of the Scaling Web3 Hackathon presented by Orderly network and Encode. Link to Github
- Developed a funding rate arbitrage program for crypto perps to compare and exploit funding rate across multiple DEXs

Education

- Expert Solidity Coding Bootcamp — Extropy — Completed Nov 2023
- Blockchain Intensive Coding Bootcamp — Encode — Completed Aug 2023
- Bachelor of Science in Engineering — UNC Charlotte — Completed May 2012
  Major in Mechanical Engineering