

# Leonardo Razovic

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## PROFESSIONAL SUMMARY

Software Engineer specialized in Rust-based blockchain systems. As Polimec Foundation CTO, scaled a decentralized funding protocol handling token sales. Experienced in low-level, no-std Rust codebases, REST APIs, microservices, and agile teams, with a passion for crypto-native solutions.

## EDUCATION

<b>La Sapienza University</b>	Rome, Italy
<i>Master of Science in Engineering in Computer Science</i>	2020 – 2023
<i>Bachelor of Science in Computer Engineering</i>	2016 – 2020

## CERTIFICATIONS

<b>Polkadot Blockchain Academy</b>	Cambridge, United Kingdom
<i>Intensive 5-week blockchain development program by Parity Technologies</i>	Jul. 2023 – Aug. 2023
<b>Google Technologies Workshop for Cloud and Web Development</b>	Rome, Italy
<i>Winner of 4th edition workshop for startup development skills</i>	Mar. 2019 – Jun. 2019

## EXPERIENCE

<b>Chief Technology Officer</b>	Sep. 2022 – Present
<i>Polimec Foundation</i>	Zug, Switzerland
<ul style="list-style-type: none"><li>Scaled Polimec from idea to production-ready decentralized funding protocol, leading a 5+ developer team to deliver compliant, high-throughput systems for token sales and staking</li><li>Served as technical intermediary between shareholders and development team, translating business requirements and stakeholder requests into actionable technical solutions and implementation roadmaps</li><li>Architected blockchain infrastructure using Rust and Polkadot SDK, implementing custom pallets for fundraising, inflation models, and governance with SOLID principles and design patterns for maintainability</li><li>Integrated Deloitte and Sumsb KYC API for compliance, handling user verification in microservices setup</li></ul>	
<b>Teaching Assistant</b>	Dec. 2024 – Feb. 2025
<i>Polkadot Blockchain Academy X</i>	Remote
<ul style="list-style-type: none"><li>Taught blockchain and distributed systems to 100+ participants, communicating concepts like scalability and interoperability in clear, actionable ways</li><li>Mentored on practical development with Polkadot SDK, guiding 20+ projects to testnet deployment while emphasizing proactive troubleshooting and best practices</li></ul>	

## KEY PROJECTS

<b>Polimec Runtime</b>   <i>Rust, Polkadot SDK</i>	2022 – Present
<ul style="list-style-type: none"><li>Built blockchain for regulatory compliant Web3 funding in highly constrained runtime environment, implementing complex on-chain logic for token sales and staking while optimizing for memory efficiency and deterministic execution</li><li>Designed custom pallets for vesting and governance, applying design patterns for scalable, maintainable systems</li></ul>	
<b>Polimec KYC API</b>   <i>TypeScript, Hono, Cloudflare, SQL, REST APIs</i>	2023 – Present
<ul style="list-style-type: none"><li>Developed serverless microservices middleware for KYC/AML compliance, integrating Sumsb for user verification and IPFS for policy storage—ensuring regulatory adherence for financial services</li><li>Implemented nonce-based signature verification for off-chain and on-chain user authentication via JWT (Ed25519), and SQL database operations for account linking</li></ul>	

## TECHNICAL SKILLS

**Languages:** Rust, TypeScript, JavaScript, C, Java and Zig  
**Frameworks & Tools:** Polkadot SDK, Hono, SQL, Git, Cloudflare (Workers, KV, D1), React, Next.js, NX  
**APIs & Protocols:** REST APIs, GraphQL, JWT  
**Best Practices:** Design Patterns, SOLID Principles, Unit Testing, Agile Development