# John Nguyen

Timezone:// GMT+8 (Australia)
Email:// john@jtmn.dev
Website:// jtmn.dev
Telegram:// @nii236
GitHub:// nii236
LinkedIn:// johnnguyen236
Calendly:// jtmn

B. Eng (Mechatronics)

Hi there!

I am a technical and strategic founder developer experienced in web3, software engineering and building startups over the past 10 years. I operate at the senior software engineer to CTO level depending on the size of the organisation, and am able to develop a company's "zero to one".

My web3 origin story started almost ten years ago, when I bartered Bitcoin for malaria tablets (in real life) while deployed in Ghana, West Africa in 2012 for a commissioning project at a gold mine.

I founded and grew Ninja Syndicate into a large team of 50+ Web 3.0 builders in Australia, who were focused on developing a platform for Metaverse Gaming. Ninja Syndicate's main product was Supremacy, a metaverse/gamefi product that tied MOBA style gaming with spectator sports, MMO, RTS and social elements.

With the invaluable help of others, I have:

- Launched a token sale **generating over 4.5M USD**.
- Founded two software companies growing to 50+ staff.
- Mentored/trained 15+ full stack software engineers.
- Launched a GameFi product with 17k+ community.
- Written smart contracts reaching a TVL of \$500k USD.
- Ran a tech business podcast reaching 100+ episodes.

My areas of interest are in software engineering, smart contract development, product ownership and business strategy. I'm looking to contribute to cutting edge software projects with cool problems to solve. I look forward to collaborating with a remote-first, technical and engaging team.

Thanks for your time!

John

#### **LINKS**

CV/Resume: https://jtmn.dev/

Ninja Syndicate: https://weareninja.com/

Supremacy: https://supremacy.game/ GitHub: https://github.com/nii236 Twitter: https://twitter.com/nii236 John Nguyen

B. Eng (Mechatronics)

Timezone:// GMT+8 (Australia)
Email:// john@jtmn.dev
Website:// jtmn.dev
Telegram:// @nii236
GitHub:// nii236
LinkedIn:// johnnguyen236
Calendly:// jtmn

#### ABOUT MF

I am a technical and strategic founder developer experienced in web3, software engineering and building startups over the past 10 years.

I operate at the senior software engineer to CTO level depending on the size of the organisation, and am able to develop a company's "zero to one" product.

# SKILLS

Go • Solidity • TypeScript •
React • Postgresql •
TimescaleDB • PostGIS • AWS •
Solidity • Foundry • Hardhat

• Foundry • Webpack • Docker

• InfluxDB • Nats

#### **PROJECTS**

# XSYN PRICEFEED | Go

Indexer, scraper and API serving 100% on-chain sourced, chain-link based, grass fed price feeds, ERC20 transactions and ERC721 ownership changes.

# XSYN PASSPORT | Go

Web3 identity management, ERC20/721/1155 minting and transaction platform for bridging web2 and web3 games.

#### SUPREMACY | Go

Metaverse and gamefi product that tied MOBA style gaming with spectator sports, MMO, RTS and social elements.

# WAIFU PROTOCOL | Solidity

PFP project with on-chain reservation, dynamic supply driven pricing and AI generated anime girls.

# MOMOBET | Solidity/Vue

On-chain arena betting using an open API with signature verification.

#### ACHIEVEMENTS

With the invaluable help of others, I have:

- Launched a token sale generating over 4.5M USD.
- Founded two software companies growing to 50+ staff.
- Mentored/trained 15+ full stack software engineers.
- Launched a GameFi product with 17k+ community.
- Written smart contracts reaching a TVL of \$500k USD.
- Ran a tech business podcast reaching 100+ episodes.

#### **EXPERIENCE**

#### NINJA SYNDICATE | FOUNDER

Dec 2021 - Dec 2022

I managed the product and direction of XSYN, a developer platform for third party web3 game developers, as well as Supremacy, a multi-game and metaverse platform.

I was responsible for writing supporting smart contracts for Supremacy involving NFTs, ERC20 tokens, staking, and yield farming.

I designed and implemented the token bridges and developed the strategy and roadmap for Supremacy.

I acted as developer manager and handled the operations and day to day planning for the technical teams.

I also pitched and raised funds for the various products we developed at Ninja.

#### NINJA SOFTWARE | CHIEF TECHNOLOGY OFFICER

Jan 2017 - Dec 2021

I was responsible for the design and implementation of horizontally scalable and loosely coupled services.

I managed and directed technical teams on several projects, writing RFCs, and making company wide technical decisions.

I also handled deployments, CI/CD and reliability engineering for our applications on AWS using EB, EBS, EC2, and RDS.

THE FRONTIER GROUP | SOFTWARE ENGINEER
IMPRES | SENIOR CONTROL SYSTEMS ENGINEER
LYCOPODIUM MINERALS | CONTROL SYSTEMS ENGINEER

ABESQUE ENGINEERING | MECHANICAL ENGINEER BECHTEL CORPORATION | MECHANICAL ENGINEER

# SMART CONTRACTS

Pausable ERC20 tokens • Stakable ERC721 tokens • Achievements ERC1155 tokens • Deposit Locking ERC721 tokens • On-chain reservations • Supply Driven Pricing • Centralised Signature-based Withdrawals • Self-service Token Redemptions • Two Token Yield Farming • Community Funding System • Pre-game Outcomes Betting and Boosting