

# Mark Phillips

#### BLOCKCHAIN ARCHITECT | SOLUTIONS & SOFTWARE ARCHITECT | ENGINEERING MANAGER

Seattle, Washington, United States

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## **Summary**.

A dedicated, highly skilled, motivated, & seasoned **Software Architect** with exceptional multi-tasking and organizational skills with **+20** years of practical experience in the field of Success Leading R&D, Technical, and Engineering Innovation for High-Growth Organizations. With strong expertise in Information Technology consulting, Architecture & Design, Custom Development, Integration, Project Life-cycle, Initiating Transformative Programs, Emerging Technologies, Enterprise Architecture. Integrally involved in direction, development and corporate growth. Drive high-return IT initiatives across all Business Verticals (BU). Currently working in a **Law firm** as a **Blockchain, Solutions Architect & Senior Developer**. Proven experience Developing, Deploying & Evaluating Systems aimed at improving quality & efficiency, delivering on time & within budget.

# **Highlights**

**OPERATIONS** Company & Product Budgets, HR, Contracts, Executive & Board Presentations, SEC Reporting.

BUSINESS DevLOI, Strategic Partnerships, Co-Development, Co-Marketing, R&D Collaborations, Evangelism.

CONTENT LICENSED Warner Video, Paramount Home Video, Sony Music (EMI), BMG, Universal Music, Orchard.

**FUND RAISING** Angel Investment of \$5m, Series A of \$55m.

**DEVELOPMENT** TS, C++ & Python, SQL, Git, Docker-compose, JS & NodeJS, HTML & CSS, Bash, LaTeX

**BLOCKCHAIN** Bitcoin, Ethereum, Truffle, Hardhat, Chai, Waffle, ethers.js, web3

**DevOps** CGP, AWS, & Digital Ocean. Github Actions & CircleCl.

**EMBEDDED SYSTEMS** Linux, eCos, ARM, MIPS, SH3.

## **Experience**

#### **BLOCKCHAIN, SOLUTIONS ARCHITECT & SENIOR DEVELOPER**

2020 – Present

Bellevue, WA. USA

• Technologies: TS, Node, Solidity, Hardhat, ethers.js, Firebase, Docker, MongoDb, GCP, Twilio API, Sendgrid API, Figma

- Example Solidity contracts and tests: https://bit.ly/3gBr3Pr.
- Successfully delivered Ethereum Smart Contracts for Tokens, Sale, and its Distribution.
- Developed multi-signature contract library with mobile browser support using Svelte & Firebase.
- Developed back-end APIs for communication with blockchain and smart contracts.
- Implemented internal credit & background research application using data feeds from the credit agencies.
- Subsequently negotiated and executed favorable licensing terms to client.
- Developed client management IVR and outbound voice-based questionnaire application.
- Authored system architecture, designed user interface, and lead team of engineers.
- Authored multiple forensic computer expert opinions for legal cases.

#### BLOCKCHAIN ARCHITECT 2019 – 2020

NVMI BLOCKCHAIN & PLATON.NETWORK

A DOT CORPORATION

Hong Kong, Hong Kong

Bellevue, WA, USA

- Technologies: Go, Python, Bash, Docker, Solidity, LateX
- Successfully created & implemented strategy for community support for ATON, PlatON's token.
- Examined & designed blocksizes for PlatOn PoS consensus algorithm.
- Conducted in depth analysis of leading consensus algorithms, hybrid PoS, and PoW blockchains.
- Managed the prototype of multi-party computation implementations on ARM64.
- · Performed editing of all English website content, marketing, and investor materials, GitHub documentation.
- Participated in Ethereum Foundation joint development & collaboration meetings.
- Evaluated & delivered reports on PlatON whitepaper and economics paper.
- Gather, document, & review industry white papers, smart contracts, and crowd funding schemes.
- Conducted code reviews with PlatON's blockchain testnet in Python, Go, & Docker-compose and identified key economic & technical issues.

  And evaluated worldwide legal disclosures and reporting requirements.
- · Analyzed & contributed critical feedback for marketing, investor, and developer community materials.
- Authored numerous internal papers regarding architecture, design, cryptographic processing requirements.
- Presented to executive's analysis of the Ethereum Platform architecture & technologies.

SOLUTIONS ARCHITECT 2017 – 2018

• Technologies: C++, TS, C, JS, SQL, Docker, Solidity, LateX

- · Developed research & reports for Northwest Venture firms evaluating investments in Ethereum, Bitcoin, and Blockchain.
- Contributed to macOS Artifact Parsing Forensic Software Tool.
- Negotiated ransomware settlement for Chinese manufacturer.

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- Developed courtroom and deposition audio transcription system using AWS, Google ML.
- Developed court records ingest system for law office internal client management software.
- Developed law firm's court/client tracking software and adversarial background search management web application.
- Developed smart contract templates for arbitrary bounty, consulting services.
- Developed iOS, Android application for consolidating location data for forensic analysis.
- Manufactured radio monitoring device for Microsoft Research.
- Developed digital audio, video compression, encryption, usage format for Secure Digital licensed by Toshiba Corporation.

#### **DIRECTOR OF PATENT LICENSING**

2013 - 2017

PLAYLIST LICENSING, LLC. Seattle, WA. USA

- Technologies: C++, TS, JS, Node, Excel
- Monetized company's intellectual property through licensing agreements.
- Created internal work-flow for customer on-boarding and subsequent licensing of company's patents.
- Employed front-end and back-end e-commerce site for managing licenses.
- · Managed company's legal activities.
- · Developed all corporate financial revenue modeling and legal budgets, achieving on budget quarterly reports to the board of directors.
- Developed an automated patent licensing scheme.
- Licensed Intellectual agreements of over \$5M revenue.
- · Consulted with hardware manufactures to integrate embedded software.
- Designed and developed C++ source code for embedded digital media players.

SOFTWARE ARCHITECT

MICROSOFT CORPORATION

SOFTWARE ENGINEER

SALTMINE CREATIVE

PRODUCTS & PROJECTS

ERC20, Token Sale, Hardhat TS

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https://bit.ly/3q6qA32 QR Code Reader/Generator Svelte Component https://bit.lv/3iFaA1s Slushpool monitor xbar plugin https://bit.ly/3sNcxJq FireDialer IVR Open Source https://bit.ly/2TF0Gk4 MEOW Token, OpenZeppelin https://bit.ly/2UelfUN EcoCarCafe Customer Management System https://bit.ly/2TZaDZx Natasha Pankina Illustrations https://bit.lv/3iJTRYJ macOS Artifact Parsing Tool http://bit.lv/20dfTTY U.S. Security and Exchange Commission NLP Analysis https://bit.ly/2SvrW4k GreenPlay Audio Video Format https://bit.ly/3cL4d6Q

Starbuck's Overhead Music and Hear Music Solution

MSN Direct Watch/Microsoft SPOT

Iomega Hipzip MP3 Player

https://bit.lly/35pFSzx
https://bit.lly/2Mjr0tp

Transworld Listening Viewing Sampling Stationhttps://bit.ly/2Ub3CoLDigital Audio Embedded Operating Systemhttps://bit.ly/2Mjr0tpFixed Point MPEG II Layer 3 Decoderhttps://bit.ly/3xp2qwbGlove Grasp, Java SDK Gesture Recognitionhttps://bit.ly/3voEJTv

## **Education**

## University of Washington

B.A. IN COMPARATIVE HISTORY OF IDEAS

Seattle, Washington

- Concentration in Architecture and Computer Science.
- Associate researcher at the Human Interface Technologies Lab

#### **3D Palette: A Virtual Reality Content Creation Tool**

Lausanne, Switzerland

1997

BILLINGHURST, S. BALDIS, L. MATHESON, M. PHILLIPS.

Virtual Reality Software and Technology Conference
Association for Computing Machinery's Special Interest Group on Graphics and Interactive Techniques

### Patents\_

Issued	US 7,779,064 B2, Method and System for Efficient and Dynamically Digitally-Encoded-Info. Distribution	Aug. 2010
Issued	US 7,667,123 B2, System And Method For Musical Playlist Selection in a Portable Audio Device	Feb. 2010
Issued	US 7.574.272 B2. System And Method For Data Transfer Optimization in a Portable Audio Device	Aua. 2009

# Extracurricular\_

70.3	Augusta Ironman, Augusta, GA. USA	Sept. 2017
140.6	Santa Rosa Ironman, Santa Rosa, CA. USA	July 2017
70.3	Kona Ironman, Kona, HI. USA	June 2017
70.3	Oceanside Ironman, San Diego, CA. USA	Apr. 2017

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