

Zac Mitton

City San Juan
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Summary Mindful software developer and crypto-economist.

Experience Ethereum Contract Developer, Consensys 2016 - 2018

Uport Team at Consensys 2016 - 2017: Wrote, tested, deployed, and managed the Solidity smart contracts for our identity products. Javascript tools and libraries to interact with them.

X-Relay Team at Consensys 2017 - 2018: Created decentralized client/server software for maintaining a light client of the Rinkeby network on Ethereum Mainnet. The software communicated with smart a contract that could verify the authenticity of any claim about the Rinkeby network trustlessly using merkel proofs and signature verifications. I also created an independent javascript tool to locally verify blockchain data against a a given blockhash.

Software Engineer, NCC Group - 2014 - 2015

Created a product that runs network scans and presents security vulnerabilities in a concise and actionable way. Worked on many of our apps, including our customer facing portal, internal security operations interface, and many other backend API services that run scanners and support features.

Front End Web Developer, Vaystays - 2014

Worked with a Rails codebase designing and implementing front-end UX components and page layouts. Written in HAML and SCSS and JS, Bootstrap and more google map APIs

Project Lead, Delivery Produce Company – 2012 - 2014

Weekly Produce delivery service much like a CSA, but with more customer choice, managed through a website. My role was to lead the project and bridge the gap between development and logistical needs. I built the database schema, backend management system, designed the overall UX, and had a hand in almost every aspect of the site.

Education 2 years U Iowa engineering, Dev Bootcamp

Skills & Languages Project Management | Blockchain Protocols | Ethereum | EVM | Solidity | Javascript | jQuery | AJAX | Ruby | Ruby on Rails | PHP | MySQL | PostgreSQL | SQLite | Sinatra | HTML | CSS3 | E-commerce | Front-end | Back-end | C++ | Web Applications | UI | UX | HTML 5