

Thomas Wilkinson

Fullstack & Smart Contract Engineer
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10+ Years Dev Experience Shipping Products
<https://tuds.xyz>

I build & ship integrated web2/web3/AI products designed for mass adoption:

- I've shipped complex web applications that have processed tens of millions of dollars
- I've built several mobile apps live on the AppStore
- I've written many bespoke custom-built smart contracts for multiple greenfield clients running live on-chain
- Tech stack I currently work with most: **React Native (Expo), Next.js, React, Firebase, Solidity (Hardhat)**

web2/web3 Engineer

2021 - Present

I write secure, gas-efficient smart contracts & integrate them into seamless web & mobile experiences. My speciality is giving users web3 superpowers without sacrificing the smooth web2 user experience. Client projects include:

Fantera - Liquid Football: platform to allow fan ownership of professional football clubs through the Polygon blockchain. I built their entire web2 & web3 experience including:

- Token-gated web application offering seamless support for both web2 users & web3 natives. Sign up through Metamask or Email/Google/Facebook/Apple. web2 users were provided a non-custodial wallet behind the scenes using Web3Auth to allow them to smoothly participate on-chain instantly with zero friction
- Integrated fiat on/off ramp via Ramp.Network
- Built in gasless transactions to allow users to perform on-chain activities without having to worry about owning gas tokens, retrying transactions, or even knowing what any of that stuff is! web3 functionality, web2 slickness
- ERC1155 Fantera membership NFT with multiple tiers offering increasing levels of perks & access, using ThirdWeb & Paper.xyz
- DAO with its own custom automated on-chain shares market that integrated with the Lemon Markets brokerage API
- Enabled users to buy & own shares in clubs including Manchester United & Juventus, and participate in the clubs' real world governance voting through a Fantera ERC20 governance token

StarSeeds MMO: web3 MMO game on the Polygon blockchain, I built their entire in-game economy

- Deployed a custom UniswapV2 build with bespoke routing & fee structure
- Integrated 0x Protocol to access deep market liquidity for in-game tokens
- Built their game economy frontend in React & Ethers.js

Founder & CTO at Pitchdrive

2018 - 2021

Technical founder of the web2 fintech startup Pitchdrive, which I successfully sold. Has raised \$50m in investment funds. I built our entire tech platform from the ground up:

- Ruby on Rails web application & API, with React.js Frontend
- React Native mobile apps for both iOS & Android
- Google Cloud Platform Data Science Pipeline & ML Infrastructure

As founder I also scaled our team from just me coding in my apartment to an international team of 15+, fundraised investment rounds, performed business development, and everything else that needed solving along the way!

Founder & CTO at Trinity Tech

2016 - 2018

Technical founder of a software development agency in Amsterdam. Building & supporting client projects for startups & multinationals: web apps, mobile apps and AI pipelines. Grew our tech team to 7 developers

Lead Teacher at Le Wagon Web Dev Bootcamp

2015 - 2017

Led in-person web development bootcamps and have taught 250+ people from scratch how to build software. I was the first ever person to teach the Le Wagon bootcamp in English and created the Le Wagon React.js syllabus

Software Developer at Quintel Strategy Consulting

2013 - 2015