Reece Williams

reecepbcups@gmail.com | www.linkedin.com/in/reecepbcups/
US Citizen in Nashville, TN

Work Experience

Engineering & Product Lead, Layer Labs (contractor) December 2024 - Current

- Built from scratch a Delta-neutral Solidity vault earning 14% APY on EVMs to earn income for investors
- Deployed the infrastructure and React frontend (Typescript) on AWS to showcase vault metrics, stored in PostgreSQL, so users could see the value of their positions over time with charting
- Built a Solidity EVM bridge with AAVE DeFi integration to leverage idle host chain assets to earn income for the company
- Designed WAVS foundry-template to rapidly deploy a protocol on any EVM network in Rust, Go, Python, or TypeScript so the above products could be launched in record time

Staff Software Engineer, Strangelove (Acquired by Ondo Finance) September 2023 - July 2025

- Led development of Ondo Finance's Cosmos-SDK + geth EVM chain to tokenize stocks in Solidity. Then I built a LayerZero token bridge adapter to allow users to transfer funds to the new network.
- Delivered the first public integration of J.P. Morgan's Kinexys blockchain-based bank accounts (covered in Fortune) as a demo to showcase JPM's ability to scale to outside public networks.
- Created Spawn, a scaffold tool for Cosmos and CometBFT blockchain networks, that was used to launch 15% of all mainnet IBC-connected chains

Senior Lead Engineer, Juno Network (contractor) October 2022 - February 2024

- Designed and deployed a new Golang Cosmos-SDK smart contract module, FeeShare, that shared over $35,000 of network gas fees to developers building on the network (adopted by Terra)
- Ran public infrastructure to serve 1.8+ billion requests per month (~650 / second) on very limited resources to save money and provide development teams reliable and usable infrastructure for their products built on the network
- *(Company ceased operations after exhausting all funding)*

Java Development Lead, Craft Economy (contractor) October 2021 - October 2022

- Led a team of 5 Java engineers to deploy a Cosmos-SDK gaming platform which was integrated with Minecraft to allow for out of game currencies, tested by over 1,500 players
- Set up and integrated MongoDB & Redis to increase players per instance from 90 to 1100 by sharding players across servers to allow for lower infrastructure cost and scale of players
- *(Company ceased operations following a change in Microsoft's platform policies)*