

THOMAS LIU

Blockchain Engineer

[Personal Website](#)

EXPERIENCE

JAM4S

Blockchain Engineer

July 2024 - Current

Remote

- Building the novel [Polkadot 3.0 JAM Node](#) aimed at enhancing client diversity within the Polkadot ecosystem.
- Implemented core blockchain protocol primitives, including Patricia State Trie, MMRs, and custom codec for state serialization and P2P networking.

Metacommerce

Full-Stack Blockchain Engineer

June 2022 - May 2024

Remote

- Drove the swift creation of proof-of-concepts, managing pivot-driven changes, and rapidly iterating features to align with market demands, generating leads and prospects, closing **6-figure** contracts ARR.

Cafecosmos.io

Solidity Engineer

Sep 2021 - June 2022

Remote

- Joined pre-seed, 3rd team-member, contributed in VC-fundraising efforts totalling to **2-million dollars**.
- Automated the generation of smart-contract client code for Unity, saving thousands of hours of build and integration time.

Amazon

Software Developer Engineer Intern

July 2021 - Sep 2021

Vancouver, BC

- Responsible for improving transaction efficiency in the Amazon accounting and profitability space.
- Automated the invoicing workflow for Amazon IN vendors, enhancing financial compliance from less than 70% to a full **100%**.
- Decreased invoice processing time by 5 days, resulting in a **cost-saving of 1.6 million dollars** due to minimized discrepancies.

PROJECTS

BalancerV2: Created implementation of ([Balancer.fi](#)) swap contracts in Python for token economy simulations. [Project Link](#)

SKILLS

Programming Languages: Typescript, Rust, Solidity, Python, Java, C#, C

Frameworks: Foundry, Hardhat, Frame, Node, Substrate, React, NextJs

Technologies: Ethereum, Polkadot, Cryptography, Kubernetes, AWS, Prometheus, Grafana, GCP, Docker, SQL

EDUCATION

Polkadot Blockchain Academy (National University of Singapore)

Score 9/10

An intense 1-month program covering the primitives of blockchains, from cryptography, game-theory, to smart-contracts & constructing blockchains from scratch. Graduated with Distinction.

University of Toronto, St.George

Score 3.40 / 4.00

B.S. in Computer Science & Statistics with Distinction