Ravonus

Crypto-native TypeScript Engineer | AI Products, Agents & Creative Tools

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TARGET

Engineering opportunity | Shaw

A NOTE TO SHAW

I have been in crypto development since 2017, and fully crypto-native starting around 2019. I mostly dabble in development, but do some art collecting and other crypto stuff as well. I have been part of many NFT and art projects, and a few protocols. I helped with donate.gg; most of the first front end was built on my code and stack, and I helped the current team get up to speed with it.

I have followed you since Eliza, and although I didn't use it much, I already had my own stack I was using and was busy with some other stuff. I did mostly understand what was going on with the process and had similar ideas as well. I also saw the ai16z stuff with Eliza and all of that.

I also followed what you shared about ai16z and the team coming apart. That sounded rough, and I respect that you kept building. Stuff like that is part of why I tend to stay out of the spotlight and help projects the way I do. At the same time, I know working that way can make it harder to break out, especially now with AI, and sometimes I wonder if I should have gunned harder for something like this too, ha.

I have been doing TypeScript for many years and am sorta looking at how I can stay a bit relevant in the space, help out, and utilize AI in a way that I have not before. I am all too familiar with projects close to the brink and understand this might not be some super get-rich-quick gig, but I'd be down to talk and see if I can help, and hear what your vision is or what you are planning next.

CAPABILITIES

TypeScript, JavaScript, React, Next.js, Angular, Vue, Svelte, Solid, HTML and CSS · Node.js, Python, Rust, PostgreSQL, SQL, MongoDB, Redis, REST, GraphQL and tRPC · AI agents, OpenAI APIs, MCP servers, tool orchestration, retrieval, structured outputs and evaluation · Onchain art, Ordinals, NFT products, smart-contract integrations, wallet signatures and collector experiences · Linux, AWS, Docker, Kubernetes, Terraform, Ansible, CI/CD and production operations

RELEVANT EXPERIENCE

Founder / Product Engineer / Systems Lead, Technomancy IT LLC | 2015-Present

- Grew freelance work into a referral-based technical practice; usually the only or lead engineer, owning discovery, interfaces, TypeScript/Node.js services, data, infrastructure, deployment and support.
- Build React/Next.js products, AI integrations, MCP connectors, OAuth/OIDC and tenant-aware workflows. Work directly with clients and creative teams across SaaS, security and crypto.

Crypto & creative engineering, Independent projects and client collaborations | Selected work

- Crypto experience includes Ordinal Raise, AI Ordinals and Ordinal Fine Art, alongside current work on KEEL.
- Worked with Bitlectro Labs across Dreamloops, The Dreamers, WolfGame, Quadrillion, The Gardens and IRLAlpha on web apps, interactive experiences, NFT architecture, generative art, contract integrations and launches. Supported TokenGators applications, automation, infrastructure, marketplaces and collector workflows.

Paid vulnerability discovery, Wolf Game | Selected security work

- Helped identify a signature vulnerability and helped the team address it; paid for the discovery.

Senior Systems Engineer / Datacenter Architect, Front Range Internet Inc. | 2015-2019

- Led NOC and on-call escalations, migrations, monitoring and recovery verification. Modernized workloads with Docker and Kubernetes and codified delivery with Terraform, Ansible and CI/CD.

Systems / Software Engineer, Office Evolution | 2013-2014

- Built SQL- and MongoDB-backed tools connecting CRM, provisioning, onboarding and service operations.

Earlier infrastructure & network engineering, PlumChoice / Everon; IBM | 2009-2013

- Network Engineer at PlumChoice/Everon (2011-2013); Infrastructure and Systems Focal at IBM (2009-2011). Built diagnostic automation and supported business networks and enterprise systems.

PRODUCT & ENGINEERING WORK

Weft / Warp, Agent-driven framework + UI toolkit | In development

- Building a fine-grained reactive TSX framework with a Rust compiler, direct DOM bindings and diagnostics designed for coding agents, plus the Warp UI toolkit. A public preview exists and the full release is still ahead.
- Built on years of work with TypeScript and React, Angular, Vue, Svelte and Solid. Being developed as an open-source project, with the full public release still ahead.

KEEL, Onchain art & creator tooling | Current build

- Building TypeScript SDK, builder and MCP tooling for browser-native artwork, immutable object graphs, byte verification and collector experiences.
- Connect creator workflows to Studio review and wallet signing, keeping approval and signing with the creator.

Proofmark, Open-source document signing · Client work | Contribution completed

- Completed my client contribution to an AGPL signing product using Next.js, React, tRPC, Drizzle and PostgreSQL, with a Rust verification/PDF engine; worked on authentication, signing routes, audit trails, encrypted vaults, webhooks and embedded signing.