

OLAGBOYE SEYI (0xdegend)

Frontend Engineer

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PROFESSIONAL SUMMARY

Frontend Engineer with **7 years** of experience shipping React, Next.js and TypeScript products for Web3, trading and AI startups. Most recently the sole engineer who took Skew, a 3-D volatility-surface prediction-market terminal on Sui, from a **third-place finish at Sui Overflow 2026** to mainnet launch, and the frontend engineer behind Clawby's bilingual EN/中文 market-data product family. Deep in real-time data UIs, wallet auth, design systems, motion, accessibility and performance optimization.

SKILLS

- **Frontend:** React 19, Next.js 14–16 (App Router, Server Components, middleware), TypeScript, JavaScript (ES2023), HTML5, CSS3, Vite, Tailwind CSS 3/4, design tokens, GSAP, React Three Fiber / three.js, Remotion, lightweight-charts, visx, Recharts, React Flow
- **Data & state:** TanStack Query, Zustand, Redux Toolkit, REST, GraphQL, gRPC server streaming, SSE, WebSockets, Node.js API routes, Upstash Redis caching and rate limiting
- **Web3:** Sui (@mysten/sui, dapp-kit, Programmable Transaction Blocks, Enoki zkLogin, Walrus, Seal, Move), EVM (wagmi, viem, ethers, RainbowKit, thirdweb, Sign-In With Ethereum), Solana wallet adapter
- **Quality:** Vitest, Jest, React Testing Library, accessibility (WCAG, ARIA, reduced motion), performance optimization (RSC prefetch, code splitting, 60 fps canvas budgets), i18n (English/Chinese UI)
- **AI & tools:** Anthropic SDK (Claude), LLM-powered product features, AI-assisted development with Claude Code, Git, CI/CD with Vercel, Figma, Jira, Agile delivery and code review

PROFESSIONAL EXPERIENCE

Founding Engineer (sole engineer)

June 2026 – Present

Skew · Remote

Skew (tryskew.xyz) is a prediction-market terminal on Sui (DeepBook Predict) where traders mint binary and range bets from a live 3-D volatility surface.

- Sole engineer from hackathon entry to mainnet launch in Sept 2026, **placing 3rd in the DeepBook track at Sui Overflow 2026**: ~118k lines of TypeScript (Next.js 16, React 19), five testnet redeployments gated by cutover runbooks and live-chain preflight tests, and 999 traders with 4,353 trades before mainnet.
- Built the **live 3-D SVI volatility surface** in React Three Fiber (per-frame geometry morphing on a 60 fps budget, raycast click-to-mint, on-surface no-arbitrage checker, reduced-motion fallback, a mobile path that never loads three.js) and a BTC Options analytics page on lightweight-charts and visx.
- Replaced polling with **Sui gRPC server-streamed checkpoint subscriptions** that drive targeted TanStack Query invalidations, and added health-aware fullnode failover that kept the app live when the public testnet node stalled.
- Authored the **full on-chain trade flow as Programmable Transaction Blocks** (account creation, deposits, binary and range mint, redeem, vault supply and withdraw, fee routing) with chain-authoritative quotes via devInspect, and published four Sui Move smart contracts plus a Node.js keeper for permissionless redeem and liquidation.
- Shipped **gasless onboarding**: Google sign-in through Enoki zkLogin with server-sponsored gas, plus Instant Trading session keys held as non-extractable WebCrypto keys so traders authorise once and trade without wallet prompts.
- Built **Kelly, a Claude-powered trading co-pilot** on the Anthropic SDK: chat and range recommendations loaded straight into the order ticket, unattended Autopilot runs, a Walrus-signed track record and Seal-encrypted chat history.
- Owned quality and accessibility end to end: **181 Vitest suites** (~1,900 unit and integration tests, 28 live-network), a token-based design system in Tailwind 4, 480+ ARIA attributes, keyboard focus styling and a mobile-first mode served through Next middleware.
- Produced **five launch and feature films** in Remotion and React Three Fiber with ElevenLabs narration, delivered as 4K, square and vertical masters.

Frontend Engineer (part-time contract)

July 2026 – Present

Clawby · Remote

Clawby (openclawby.com) gives AI agents 364 live market, on-chain and social data interfaces across 76 chains behind one API key, via a bilingual EN/中文 product family.

- Frontend engineer in a **two-person engineering team** with the full-stack founder, owning UI/UX, design system, motion, i18n and wallet auth across four Next.js and Vite codebases, plus the openclawby.com landing revamp (GSAP ScrollTrigger and DrawSVG animations) and a site-wide responsiveness pass.

- Built and **solo-authored Clawby Signal Terminal** (Next.js 16, React 19, Tailwind 4): a natural-language prompt in English or Chinese becomes a screenshot-ready signal card rendered as deterministic SVG from 33 live data interfaces across 10 templates (price, dark pool, derivatives, prediction markets, DEX tokens, whale and wallet monitors) with PNG export and share-to-X; ~9.6k lines shipped in six days.
- Designed its server-side data layer in Next.js API routes: per-channel caching on Upstash Redis with stale-while-error retention, per-IP rate limiting and error-to-state mapping so cards **degrade gracefully instead of failing**; built wallet and whale monitors as React Flow graphs over EVM and Solana address data.
- **Led the UI/UX of Vibe Clawby**: hero, explore wall, app detail pages, mobile nav, OG images, and an app-wide GSAP micro-interaction system that animates CSS @property channels through a single document-level delegate, so every button gets the behaviour with zero call-site changes.
- Implemented **Sign-In With Ethereum (EIP-4361)** with HMAC-signed httpOnly challenge cookies and single-use nonces verified with viem, backed by 16 Vitest tests; diagnosed and fixed a cross-subdomain session-cookie collision that logged users out after login, adding regression tests.
- Executed the **Clawby Analyze design-system migration** to the shared dark token system (React 18, Vite, GSAP): bridged legacy CSS variables through :root aliases, rebuilt a 4.5k-line stylesheet and built animated instrument-panel components plus the on-chain token and wallet pages (~14k lines changed).
- Shipped hand-rolled **EN/中文 i18n across all four apps** (~2,300 keys) with localStorage persistence, shareable ?lang=zh URLs and accessible segmented toggles, honouring prefers-reduced-motion in every animation system.

Frontend Engineer

July 2023 – June 2025

Sportrex Inc · San Francisco, CA (Remote)

- **Primary frontend contributor** on a multi-chain GameFi and Play-to-Earn platform, working in a 9-engineer cross-functional team with backend and blockchain engineers.
- Architected and built Sportrex's **design system from the ground up** in Next.js and TypeScript: a strongly typed, reusable component library that became the base for every screen and cut the time to ship new features.
- Migrated the NFT marketplace from Create React App to Next.js and extended it from EVM-only to **EVM + Solana** (thirdweb, ethers, Reown AppKit, Solana wallet adapter), with Privy auth and persisted Redux Toolkit state.
- Built the **token presale dApp solo** with wagmi, viem and Web3Modal, covering wallet connection, countdown and purchase flows.
- Translated Figma designs into **accessible, responsive production UI** with i18next multi-language support.

Product & QA Associate (part-time contract)

July 2023 – Dec 2023

Blockscope (YC W22) · Toronto, Canada (Remote)

- Worked directly with the CEO of a Web3 data-analytics platform to prioritise features and run **forensic analysis of blockchain security incidents**, producing reports that documented exploit patterns and impact.
- Ran **structured QA on every new release**, filing reproducible bug reports and writing post-release documentation that kept product and engineering aligned.

Frontend Engineer & Community Manager

Nov 2021 – June 2023

SafeMoney Token Protocol · Beijing, China (Remote)

- **Co-led frontend development** of the community website and decentralised applications in React, HTML, CSS and JavaScript for a live token ecosystem on the TRON blockchain.
- Won **two consecutive seasons of the TRON Grand Hackathon** against global teams and helped secure \$50K+ in funding through prizes and strategic partnerships that directly funded platform development.
- Grew and managed a **1,500+ member community**, turning user feedback into product priorities and keeping the roadmap visible.

Junior Frontend Developer

Oct 2019 – 2021

Web4all Digital Agency · Remote

- Delivered **100+ client websites** on deadline in a fast-paced agency, partnering with the Product Manager and UI/UX designers to turn briefs into polished, responsive sites while fielding client-facing technical questions across concurrent projects.

EDUCATION

B.A. English Language · Olabisi Onabanjo University, Ago-Iwoye