

# VoxHash

## Senior Software Engineer

[contact@voxhash.dev](mailto:contact@voxhash.dev)   <https://voxhash.dev>   [github.com/VoxHash](https://github.com/VoxHash)

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## TECHNICAL SKILLS

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### FRONTEND DEVELOPMENT

- Next.js, React, TypeScript
- Tailwind CSS, Styled Components
- Framer Motion, Animation
- Responsive Design

### AI & MACHINE LEARNING

- OpenAI, LangChain
- Vector Databases
- Prompt Engineering
- AI Integration

### BACKEND DEVELOPMENT

- Node.js, Python, Go
- PostgreSQL, MongoDB, Redis
- REST APIs, GraphQL
- Microservices Architecture

### DEVOPS & CLOUD

- AWS, Vercel, Docker
- CI/CD Pipelines
- Infrastructure as Code
- Performance Optimization

# PROFESSIONAL EXPERIENCE

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## CEO

2018 - Present

### VoxHash Technologies

Leading technical strategy and architecture for scalable web applications and AI-powered products. Designing end-to-end systems from infrastructure to user experience. Mentoring engineering teams and establishing technical best practices. Driving innovation in AI integration and modern web technologies.

## Co-Founder & CTO

2024 - Present

### LicenseChain

Architected and developed blockchain-based licensing platform with smart contract infrastructure. Built decentralized applications for intellectual property management. Led technical team in Web3 development, implementing secure smart contracts and scalable blockchain solutions.

## Senior Software Consultant

2022 - Present

### Olyren Consulting

Delivered technical consulting to enterprise clients, designing and implementing custom software solutions. Optimized system performance and scalability for high-traffic applications. Led cross-functional technical teams and established architecture patterns for distributed systems.

## Co-Founder & Game Developer

2018 - Present

### Glytherra Studio

Developed game engines and interactive experiences with focus on real-time multiplayer systems. Architected scalable backend infrastructure for game services, implementing low-latency synchronization and state management. Built tools and pipelines for game development workflows.