



Elio Jordan Lopes

Software Engineer · **Full-Stack** · **Blockchain** · **Games** · **Consumer Apps** · **Open Source**

Location Dubai, UAE Visa Investor visa (2-year) Nationality Indian DOB 17/02/1999

+971 50 265 0411

lopeselio@gmail.com

github.com/lopeselio

linkedin.com/in/lopeselio

lopeselio.online

LEADERSHIP & ADVOCACY

Superteam India, Member
2023 – present

Chainlink Developer Advocate
2021 – present

Chainlink Developer Expert
2026 – present

Web Projects Lead, ACM-VIT
Board 2018 – 21

FELLOWSHIPS & AWARDS

Bitcoin Kernel Fellow 2022

SolanaU Web3 Accelerator
2022

Celo Camp Batch 4, top 6 of 30
startups 2021

Celo India Fellowship 2021

**Protocol Labs Developer
Grants** 2021

**Facebook SparkAR
Scholarship** 2020

EDUCATION

**B.Tech, Computer Science and
Engineering**
CGPA 8.84
Vellore Institute of Technology
2018 – 2022

LANGUAGES

Professional: English, Hindi,
Konkani (native)

Basic: Portuguese, German,
Spanish

RESEARCH PUBLICATIONS

**Live Video Streaming Service
with Pay-as-You-Use Model on
Ethereum Blockchain and
InterPlanetary File System** —
Wireless Networks, Springer,
2022. DOI: [10.1007/s11276-022-03009-6](https://doi.org/10.1007/s11276-022-03009-6)

Based on NiftySubs, built at
ETHGlobal HackMoney; won a
Protocol Labs grant.

**A Classification of Human
Cellular Images as 'Parasitic'
or 'Uninfected' Using
Convolutional Neural Networks**
— *JETIR*, Vol. 8, Issue 10, Oct
2021

**Image Encryption Techniques
and Comparative Analysis** —
IRJET, Vol. 8, Issue 10, Oct 2021

PROJECTS

Cryptara Conquest Solana & Eclipse

Fully on-chain survival shooter RPG built with Unity and Rust/Anchor, using MagicBlock Ephemeral Rollups for real-time gameplay on Solana. Shipped on Eclipse mainnet and Android via the Solana dApp Store for Solana Seeker.

Tech: Unity (C#), Rust/Anchor, MagicBlock ER, session keys, VRF, Metaplex Core, Solana Mobile Stack, TypeScript, Azure, GCP App Engine

- **Led Unity client engineering and game design**, integrating TypeScript backends and on-chain programs for the marketplace, player inventory, partner activations and boosts, with real-time game-state synchronisation.
- **Enabled wallet-free gameplay** with MagicBlock session keys across 15 Anchor instructions, including transaction-fee payments for Ephemeral Rollup transactions, eliminating repeated wallet approvals during play.
- **Reworked the Anchor program's scoring and economy**: leaderboard scores that can't shrink on damage or death, depth-scaled difficulty and boss rewards, paid progression after level 4 and SOL/token-priced revivals; added a permissionless player-account migration, VRF spawn retries and a devnet/mainnet upgrade runbook.

EXPERIENCE

Co-Founder, CEO & CTO · **IntoTheVerse Inc.**

Sep 2021 – 2026

Co-founded and scaled a Web3 game studio selected for **Celo Camp Batch 4 (top 6 of 30 startups)**. Raised funding from Flori Ventures and angel investors, then incorporated in Delaware in January 2022. Led product, engineering and a **remote team of up to 16**, shipping games across Solana, Eclipse, Monad, Aptos, Algorand and Celo in genres spanning hypercasual, time management, open-world metaverse, survival shooters and RPGs.

- **Secured \$250K+ in equity-free funding** through 15+ international hackathon wins and grants across Superteam India, Solana, Celo, Aptos, Algorand and ETHGlobal.
- **Launched Cryptara Conquest**, a survival shooter RPG, in the browser on Eclipse mainnet (Jan 2025): **13K+ unique players, 65K+ game sessions, 500K+ collectibles minted, \$80K revenue and 2M+ transactions** within 6 weeks of launch.
- **Brought Cryptara Conquest to mobile** via the Solana dApp Store for Solana Seeker (June 2026): **1,000+ players, 13,000+ hours played, 367K+ on-chain transactions and 2,000+ game items minted**.
- **Shipped Sushi Nads**, a time-management cooking game on Monad, live at sushinads.fun.
- **Showcased Intranet Inferis at Solana Breakpoint 2023** in Amsterdam, presenting a pre-alpha demo and hosting live community playtests. [View on X](#)
- **Built and managed a remote team of up to 16**, leading recruitment and engineering workflows.

Founder & Engineer · **Terrace (solo)**

Apr 2026 – present

A **football prediction app for friends**: post a take in a match chat and Terrace AI turns it into a bet your mates can back or fade, alongside 1v1 challenges, parlays, private leagues and one-minute matchday picks.

- **Built and shipped solo**: launched as a mobile PWA and browser app on **Monad**, in public beta at play.terrace.social.
- **First 2 weeks of public beta (Oct 2026)**: 340+ markets created from fan chat, 1,650+ on-chain transactions and 7 private leagues.

Open-Source Contributor · **MagicBlock Solana.Unity-SDK**

Mar – Jun 2026

- Ranked **4th among contributors in the repository's history**, with 4 merged PRs bringing the Solana Mobile Stack, originally built for React Native, natively into Unity, each addressing an issue discovered while building a production Unity game. [View on X](#)
- Fixed **Mobile Wallet Adapter 2.0 signing compatibility** for Seeker Seed Vault wallets by adding CAIP-2 chain identifiers, preserving MWA 1.x compatibility and adding tests.
- Implemented **.skr domain resolution** to enable gamers to send in-game assets using readable domain names instead of wallet addresses; optimised Solana program search to reduce lookup times and upgraded Web3Auth to v9, fixing social login across the SDK.
- Delivered these contributions **alongside shipping Cryptara Conquest to production**, improving open-source tooling and addressing real-world integration issues for the wider Solana gaming ecosystem.

Developer Expert & Community Advocate · **Chainlink**

2022 – Present

- **Delivered hands-on workshops** on smart contracts, decentralised oracles, Chainlink VRF and blockchain gaming at BITS Pilani Goa, IIT Goa, Goa College of Engineering and Padre Conceição College of Engineering; advocated for secure, trust-minimised oracle infrastructure at developer meetups.

Technical Moderator (Part-time) · **Celo Foundation**

2022 – 2023

- Supported a **15K+ member global developer community** across Discord and forums, mentoring developers on validators, wallets, local nodes and smart contract development, and providing technical support during hackathons.

Blockchain & Full-Stack Engineer (Freelance) · **Footium**

Sep – Nov 2021

- Developed smart contract tests for an **Ethereum-based football management game on Arbitrum**, covering matchmaking, game logic, player trading and stadium purchases; contributed to the TypeScript backend for game events as an early team contributor.

React Native Developer (Freelance Intern) · **Vidrona Ltd, UK**

Mar – May 2021

- Built **React Native energy dashboards** visualising IoT device data to support energy efficiency monitoring and asset management.

- **Fixed mainnet data corruption affecting 94% of legacy session accounts** through layout-aware migration and plausibility checks; restored 5 corrupted on-chain leaderboard entries.
- **Formally verified smart contract security properties** with 100+ theorems covering revival limits, session locking, level gating and treasury protections.
- **Built a revenue analytics dashboard** tracking on-chain revenue and treasury activity, using daily data aggregation and caching to reduce RPC load. [View dashboard](#)
- **Won 1st place (\$26K) in the games track at Solana Speedrun Game Jam 2023**, with grant support sponsored by the Metaplex Foundation.

Terrace Monad · MCP server · npm

A social prediction app that turns football takes into markets, parlays, 1v1s and leagues, with on-chain reputation and a social graph.
Tech: Solidity, Foundry, Chainlink CRE, Envio HyperIndex, Next.js, TypeScript, viem, Cloudflare Workers, WebAuthn, Azure Table Storage, Node.js, MCP SDK, zod

- **Built and deployed Solidity contracts to Monad testnet**, using Foundry for testing and implementing three Chainlink CRE workflows for automated market settlement using live match data, AI judging of open-ended predictions and TEE-sealed league picks.
- **Designed a crypto-invisible user experience** with passkey-derived keys, session-based transactions and automatic gas top-ups; integrated AI to convert natural-language football takes into structured, verifiable markets.
- **Built the full-stack application and integrations** using Next.js, TypeScript and viem, with Envio HyperIndex for blockchain indexing, API-Football for fixtures and odds, and Claude and Gemini for AI-assisted market creation.
- **Developed supporting infrastructure and agents**, including Cloudflare Workers for push notifications and AI market checks, a Telegram wallet-linking bot, AI pundit and market-making agents, Web Push notifications, and a MetaMask Agent Wallet plugin.
- **Built terrace-mcp**, an MCP server that lets AI assistants bet each other on football: your Claude turns a take into a 1v1 challenge and hands you a link, your friend's Claude accepts, and Chainlink settles it on Monad from official match data. One install line, no wallet or sign-up, no need to open the Terrace app: it all happens from your agent's terminal. Published on [npm](#) under MIT, open source on [GitHub](#); works in Claude Code, Claude Desktop and Cursor · View demos on X: [1](#) · [2](#).

Outcome: Solo-built public beta on Monad testnet: [play.terrace.social](#) · [View demo on X](#).

Sushi Nads Monad

Overcooked-style cooking game: log in with a social account, mint a Chef NFT and cook against the clock, with every delivery recorded and scored on-chain. Playable in the browser.
Tech: Unity (C#), Privy, Solidity, Hardhat, OpenZeppelin, Node.js, Express, ethers, Firestore, Azure, Next.js, TypeScript

- **Wrote the smart contracts:** a Chef NFT with an energy system and USDC refills, a game contract that computes scores on-chain from deliveries, cooking quality, combos and efficiency, and a seasonal leaderboard; tested with Hardhat and deployed on Monad and Base testnets.
- **Built a gasless backend** in Node.js and Express: a relay that signs and pays for every player transaction through a nonce-safe queue, Privy embedded-wallet sponsorship, Firestore caching, session heartbeats, RPC retries and rate limiting; deployed it on Azure App Service.
- **Built the Unity web3 layer:** API client, chef minting and energy, session lifecycle with crash recovery, and an event tracker that queues gameplay events on-chain and flushes them before a session ends.
- **Built the website** in Next.js: landing page, a live Top Chefs leaderboard and the embedded playable WebGL build.

Outcome: Live at [sushinads.fun](#), with contracts on Monad testnet.

MetaMeadow Boomtown Celo

Unity town-building and exploration game that brings DeFi, NFT trading and carbon-credit retirement on Celo into play.
Tech: Unity, C#, Solidity, Hardhat, OpenZeppelin, thirdweb SDK, ERC-721A, Toucan Protocol (TCO2), Uniswap V3, Celo

- **Built Web3 gameplay and marketplace integrations** using thirdweb SDK, including social wallet authentication and paymaster-sponsored gas fees to simplify onboarding and enable gasless transactions.
- **Integrated carbon-credit retirement via Toucan Protocol**, linking in-game green actions, such as nurturing trees, to the retirement of on-chain carbon credits.
- **Implemented on-chain token swaps** using the Uniswap V3 router on Celo, enabling DeFi interactions within the game ecosystem.
- **Improved smart contract security** by addressing vulnerabilities identified during initial audits.

Outcome: Awarded a Celo Foundation grant through Prezenti (2024); deployed on Celo testnet · [View smart contracts on GitHub](#).

Intrant Inferis Solana · Android

PvE on-chain, story-based dungeon action exploration RPG built for mobile on Solana.
Tech: Unity, Solana Unity SDK, Anchor, SOAR, Web3Auth, cNFTs (Underdog, GameShift), Node.js/TypeScript/Express, Firebase, MongoDB, Google Cloud

- **Integrated compressed NFTs for in-game assets** to cut minting costs for players, and added gasless transactions through Solana GameShift APIs.
- **Built webhooks for in-game events** from GameShift servers (revival-potion mints, player upgrades, inventory) so the game client updates in real time.
- **Won 1st place (\$25K) in the games track at the Solana Bonkathon**, organised by Radiants DAO.

Outcome: Pre-alpha demo at Solana Breakpoint 2023, Amsterdam; mainnet launch with BONK rewards in June 2024. Built the game backend · [View demo on X](#).

Alpha Streams Solana & Base

Built an AI crypto research assistant that delivers on-chain insights through the x402 payment protocol on Solana, extending Dark Research's open-source Mallory app with intent-driven AI filtering and Nansen-powered blockchain intelligence.
Tech: React Native, Expo, TypeScript, Gemini AI SDK, x402, Nansen APIs, Supabase, Corbits Proxy, Chainlink CRE, Solidity, Foundry, Base

- **Integrated AI-driven research workflows** using the Gemini AI SDK to interpret user intent and filter crypto intelligence into relevant insights.
- **Enabled pay-per-insight delivery** through x402 on Solana, using Corbits Proxy for payment-enabled access to research outputs.
- **Integrated Nansen APIs** to enrich AI-generated research with on-chain analytics and wallet intelligence.
- **Contributed upstream**, fixing Google sign-in and getting the change merged into the original project.
- **Extended the concept to Base as BlockStory** (Chainlink Convergence 2026): pay-per-request on-chain analytics where AI plans each query, x402 charges per request and Chainlink CRE attests every result on Base testnet ([GitHub](#) · [demo](#)).

Outcome: Built for the Solana x402 Hackathon · [View demo on X](#) · [GitHub repository](#).

DAOInsure Polygon

DAO-run crop insurance with streamed premiums and claims decided by member vote, using a Chainlink weather oracle I built.
Tech: Solidity, Superfluid, Chainlink (custom external adapter), IPFS, React, Polygon

Outcome: Chainlink, Filecoin and Superfluid prizes, ETHIndia ETHOdyssey 2021.

LightningCELO Celo

Payment-streaming app on Celo: send cUSD salaries and subscriptions by the second, and create, withdraw from or cancel streams.
Tech: Solidity (Sablier), Next.js, TypeScript, wagmi, ethers, Chakra UI

Outcome: Built for EthCC 2022 and deployed on Celo's Alfajores testnet; open source at [github.com/lopeselio/LightningCELO-EthCC](#) · [View demo on YouTube](#).

■ SKILLS

APPS & AI	TypeScript, Node.js, React, Next.js, CSS, React Native, Python & ML, C++ (basic), AI agents & LLM APIs · Anthropic Console, Google AI Studio
SMART CONTRACTS	Solidity · Foundry · Hardhat, Rust · Anchor, Move (Aptos, Movement, Sui), Cadence (Flow)
SOLANA STACK	MagicBlock ER, VRF, Session keys, Metaplex cNFTs, Core, pNFTs, Solana Mobile Stack, Arcium MPC
GAMES	Unity & C#, Phaser 3
INFRA, DATA & PAYMENTS	WebSockets, WebRTC, Pub/Sub APIs, Wagmi, Viem, Privy, thirdweb, Nansen API, Razorpay API, Chainlink CRE, Envio, Alchemy, IPFS & Filecoin, The Graph, Helius, x402, Superfluid, Sablier, Azure, GCP, Cloudflare Workers, Firebase, MongoDB, Supabase, GitHub Actions