

# Angus Bosmans

## Software Engineer

Melbourne, Australia

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### SUMMARY

A software engineer with 7 years of industry experience specialising in low-latency experiences, reverse engineering, and machine learning, with expertise in full-stack web apps, command-line tools, and high performance simulations.

### WORK EXPERIENCE

Oct 2023 - Current

**Founder** at BloxBoom

[Hong Kong \(Remote\)](#) <https://bloxboom.com/en>

**Skills:** TypeScript, Python, Lua, React, Next.js, Nest.js, Prisma, PostgreSQL, Redis, GraphQL, Sentry, OCI

BloxBoom is a digital goods store selling Roblox cosmetic items with instant automated delivery.

- Managed a globally distributed team across 4 time zones to deliver scalable real-time trading automation.
- Created CI/CD and staging environments with GitHub Actions and Jenkins reducing deployment time to 2 minutes.
- Internationalised website into 7 languages including RTL support by creating internal translation tooling.

Sep 2022 - Dec 2023

**Founder** at OP.Market

[United States \(Remote\)](#) <https://op.market/en>

**Skills:** TypeScript, C++, React, Next.js, Node.js, TypeORM, MySQL, IDA Pro, Fiddler, MITM Proxy

OP.Market was an online marketplace where users could buy and sell algorithmically priced digital items from the popular esports Rocket League with our automated trading bots.

- Designed a scalable architecture to support 900,000 users and over 20,000 daily transactions.
- Reverse engineered Rocket League through binary decompilation and intercepting encrypted network traffic to create a game client replica with a 600 times smaller memory footprint (10MB) enabling cheap horizontal scaling.
- Increased daily profit by US \$3,000 by developing industry-first technology to enter a greenfield market.
- Acted as a senior technical advisor and hiring manager and to lead an engineering team of 8.

Oct 2019 - Dec 2023

**Lead Developer** at RL.Supply LLC

[United States \(Remote\)](#) <https://anga.blue/portfolio/rl-supply>

**Skills:** TypeScript, React, Redux, MySQL, Socket.IO, Sass/Less/CSS, Webhooks, AWS, NGINX, Cloudflare

RL.Supply was a “get paid to” that allowed over 100,000 users to earn various digital and cash rewards for watching videos, taking part in surveys and playing games.

- Mentored and trained junior developers to build a capable and independent development team.
- Designed software architecture and formulated the company technology stack.
- Created an bespoke analytics dashboard to enable A/B testing of alternate pricing algorithms.
- Implemented real-time chat and event broadcasting to increase user engagement metrics by 45%.

Jul 2018 - Current

**Freelance Software Engineer** at AngaBlue

[Melbourne, Australia](#) <https://anga.blue>

**Skills:** React Native, Express, Docker, HTML, Reverse Engineering, Customer Relations, Communication

As a freelance software developer, I offer a range of services including web development, mobile app development and scripting however I accept work in a variety of sectors to broaden my skill set and explore emerging technologies.

- Develop solutions through active listening and collaboration, ensuring clients' expectations are not only met but expanded upon to achieve mutually beneficial outcomes.
- Maintained an open source JavaScript build system [@angablue/exe](#) with over 60 stars and licencing system to deliver packaged executables to clients.

## PROJECTS

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### High-Performance Compute Team Member at Monash DeepNeuron

Nov 2024 - Current

<https://neuralca.org>

**Skills:** WebGPU Shader Language, Python, Torch, WebGPU, Parallel Computing

A team focused on developing and researching high-performance simulations of neural cellular automata.

- Developed high-performance parallelised [neural cellular automata simulations](#) and render shaders in WGSL to create interactive demos that run at 240+ FPS entirely on device.
- Collaborated with academics to build a browser-based 3D voxel renderer and lighting engine from scratch.
- Researched and explored novel techniques using neural networks to grow 3D structures with cellular automata.

### Growth Garden (Open Source) - UNIHACK 2025 1st Place

<https://devpost.com/software/growth-garden>

**Skills:** Three.js, WebGL, React, Next.js, TypeScript, Jenkins, Hackathon

An immersive 3D habit building game with LLM powered suggestions, rewarding users with plants and decorations to grow their garden as they grow themselves. Built in a team of 6 over 48hrs, Growth Garden took home overall winner at [UNIHACK 2025](#).

## EDUCATION

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2021 - 2025

**Bachelor of Mechatronics Engineering (Honours) & Arts (In Progress)** at Monash University

**Major courses:** Artificial Intelligence, European Languages (French, Spanish)

## AWARDS

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**Faculty of Engineering Dean's Honour List 2022** at Monash University

**Faculty of Engineering Dean's Honour List 2021** at Monash University