

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

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

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.
- Established CI/CD, staging environments, process documentation to improve productivity and expedite onboarding.
- Internationalised website into 7 languages including RTL support.

Nov 2024 - Current

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

[Melbourne, Australia](#) <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.
- Researched and explored novel techniques using neural networks to grow 3D structures with cellular automata.
- Started work on a custom 3D voxel renderer and lighting engine to power client-side visualisations.

Sep 2022 - Dec 2023

**Founder** at OP.Market

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

**Skills:** Next.js, React, Node.js, TypeORM, TypeScript, C++, MySQL, Tailwind, OCI, NGINX, Cloudflare

OP.Market was a one-of-a-kind online marketplace where users could buy and sell in-game items from 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 full game client replica with a 600 times smaller memory footprint (10MB).
- Developed industry-first technology that allowed us to enter an untapped market resulting in US \$3,000 profit daily.
- Acted as hiring manager and a senior technical advisor to an engineering team of 8.

Oct 2019 - Dec 2023

**Lead Developer** at RL.Supply LLC

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

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

RL.Supply was a "get paid to" site with over 100,000 users that earned 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%.

Jun 2022 - Nov 2023

**Software Engineer** at Wavedash GmbH

📍 **Berlin, Germany (Remote)** 🔗 <https://rocket-league.com>

**Skills:** React Native, TypeScript, Node.js, CI/CD, Docker, GitHub Actions

Wavedash is the largest established gaming community platform for Rocket League, with over 4 million users.

- Transitioned to TypeScript and implemented code-linting with comprehensive documentation to improve code quality and maintainability that led to a 60% decrease in production bugs.
- Developed and deployed a highly resource efficient Discord bot to serve over 1 million users across 10,000 servers.

Jul 2018 - Current

**Freelance Software Engineer** at AngaBlue

📍 **Melbourne, Australia** 🔗 <https://anga.blue>

**Skills:** Problem-Solving, Communication, Customer Relations, Teamwork, Flexibility

As a freelance software developer, I work with clients to develop custom software solutions to meet their business needs. I offer a range of services including web development, mobile app development and scripting however I accept work in a variety of sectors to use as an opportunity to broaden my skill set.

- Develop solutions through active listening and collaboration, ensuring clients' expectations are not only met but expanded upon to achieve mutually beneficial outcomes.
- Explore and implement new technologies to improve the quality and efficiency of future projects.

## PROJECTS

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

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

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

**Grocery Shopping Robot**

**Skills:** Python, Torch, OpenCV, ROS, Gazebo, Pathfinding, Machine Learning, YOLO, SOLIDWORKS

A robot that autonomously navigates through a grocery store to pick up items from a shopping list. The robot uses a combination of computer vision, pathfinding and motion modelling to complete the task. The project implements a custom augmentation and dataset generator to provide a robust input to the YOLOv8 model.

**@angablue/exe (Open Source)**

🔗 <https://www.npmjs.com/package/@angablue/exe>

**Skills:** Node.js, TypeScript, NPM, CI/CD

A Node.js package that provides a simple interface to bundle Javascript/TypeScript applications into a single portable Windows executable. The package is published to npm and is actively used in hundreds of projects.

**Assembly Formatter (Open Source)**

🔗 <https://marketplace.visualstudio.com/items?itemName=AngaBlue.asm-formatter>

**Skills:** MIPS Assembly, TypeScript, Visual Studio Code

A Visual Studio Code extension that formats MIPS assembly code by aligning instructions, arguments, comments and cleaning up whitespace. Published to the Visual Studio Marketplace with over 30,000 installs and a 5 star rating.

## 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