

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 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 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" 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%.

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

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

2021 - 2025

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

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

AWARDS

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

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