WILL LAWTON

Punta del Este, Uruguay · US citizen · US hours | will@willl.io | willl.io

Software engineer and startup builder who has designed and built complex production systems end-to-end, including distributed execution systems, low-latency engines, custom sequencers, backend services, deployment infrastructure, and user-facing applications.

EXPERIENCE

Syntergy — Software Engineer | Aug 2023 – Present

Built and maintained enterprise information systems in C++ and TypeScript.

Customized and deployed the company's software for enterprise client environments.

Master Layer — Sole Engineer | Feb 2024 – Sep 2026

Execution and settlement platform— designed and built from the ground up.

Designed the architecture and data models for a distributed execution and settlement platform built around signed transactions, off-chain sequencing, and on-chain execution.

Built a custom batch sequencer and an in-memory matching engine in Go supporting price-time priority and sub-millisecond order matching.

Built recursive account abstraction and access-control infrastructure with delegated permissions and multisig implementations for abstract accounts.

Designed off-chain signing and sequencing flows for instant finality while simplifying user-facing workflows.

Hand-optimized critical execution paths in Solidity inline assembly.

Built margin/borrow primitives and cross-chain stablecoin netting and lending systems.

Yottex — Founder & Engineer | Sep 2022 – Sep 2026

yottex.com — production multi-chain order-book DEX on Base

Launched and operated a production platform with 1,000+ live markets on Base mainnet.

Designed, built, and operated the full stack: backend services, matching engine, batch sequencer, smart contracts, frontend, and deployments.

Refined the platform through four full production rebuilds to arrive at the current product.

Built wallet-free onboarding via invite links to simplify first-time user flows.

Tucanize — Engineer, Technical Implementation | Jan 2026 – Aug 2026

tucanize.com — platform tokenizing private assets to make illiquid holdings tradable

Worked directly with a Brazilian investment fund to design technical implementation, launch requirements, and market infrastructure.

Built issuance, trading, and settlement workflows for tokenized real-world assets.

Integrated the product with Master Layer execution and settlement infrastructure.

TECHNICAL SKILLS

Languages: Go, C++, TypeScript, Python, Solidity, JavaScript, C

Systems: Distributed systems, low-latency systems, sequencing, transaction signing, access control

Infrastructure & Data: Kubernetes, Helm, PostgreSQL, MongoDB, Redis, RabbitMQ, SQL, Linux/Unix

Blockchain: EVM, Base, smart contracts, account abstraction

EDUCATION

Self-directed study focused on:

Algorithms, distributed systems, blockchain infrastructure, and financial markets.