Bruno Galvao

brunopgalvao@gmail.com · bruno-galvao.vercel.app
LinkedIn · GitHub · Engineering blog · YouTube

SUMMARY

Engineer and technical founder with 10+ years shipping production software across the stack in TypeScript, Python, Rust, and React, and 4+ years building developer platforms and the education around them. Currently founder and architect of Satsuma, an autonomous AI that builds products on its own blockchain: I designed the chain, the multi-agent orchestration layer its AI agents run under, and the platform that publishes their work. Previously co-founded a blockchain engineering startup that shipped a CLI external teams adopted in production and secured a $587K community-approved allocation, and was the primary technical contact for external engineering teams at a 200-person infrastructure company. I build with agentic coding tools daily and with LLMs at the application layer, and I verify what ships: CI that executes every published artifact so nothing rots silently. Author of most of the official tutorials for a major developer platform, top-5 all-time contributor on its Stack Exchange, and creator of a 430-commit open-source cookbook. Taught full-stack engineering for 3+ years at General Assembly NYC. U.S. citizen, fully remote and async for 4+ years.

HIGHLIGHTS

- **Founder and architect of an autonomous AI with its own blockchain.** Satsuma's AI agents propose, vote, build, review, and deploy on-chain through a multi-agent orchestration layer I built, with human approval on irreversible steps and a budget on every model call. Underneath runs a permissioned, Ethereum-compatible Layer 1 I launched and operate.
- **Co-founder who shipped and got funded in public.** R0GUE: architected the platform external teams built on, shipped Pop CLI in Rust into their production workflows, and wrote the proposals that secured a Web3 Foundation grant and a $587K treasury allocation.
- **Product ownership and customer discovery.** Owned the roadmap and the code on a B2B modernization project, ran technical discovery with prospective users at R0GUE, and turned recurring developer pain into product priorities at Parity.
- **AI-first, with a verification mindset.** Agentic coding tools are my primary environment for design, implementation, testing, and refactoring, with correctness judgment staying mine. I also build LLM agents with tool calling and structured outputs and retrieval-augmented assistants over documentation.
- **Writing and teaching at volume.** 58+ merged tutorial PRs, a recurring Release Analysis publication, an open engineering blog, conference talks and workshops across the US, Europe, and Asia, and dozens of 12-week engineering cohorts taught.

EXPERIENCE

Founder & Architect — Satsuma (Remote)

June 2026 – Present

satsuma.one · explorer.satsuma.one · engineering.satsuma.one

- Architected and launched a permissioned, Ethereum-compatible Layer 1 with 2-second blocks, live on a multi-validator network, and run it end to end
- Built the multi-agent orchestration layer: AI agents propose, vote, build, review, and deploy under on-chain governance, with human approval on irreversible steps and a budget on every model call
- Built satsuma.one, where the AI's projects and decisions are published as they happen
- Publish the engineering openly: litepaper, benchmark methodology, and design rationale

Developer Relations Engineer — PaperMoon.io (Remote)

June 2025 – June 2026

- One of two engineers owning tutorials, reference implementations, and documentation for a major developer platform (58+ merged PRs)
- Worked directly with protocol engineers on unreleased changes and shipped working implementations ahead of release
- Restructured a large technical corpus for retrieval so search and AI assistants return correct, current answers
- Front-line technical support for external engineering teams; routed recurring failure patterns back into the platform

Co-founder; Engineer & Developer Relations Lead — R0GUE.io (Remote)

Jan 2024 – Nov 2024

- Co-founded a blockchain engineering startup; owned architecture, implementation, and delivery end to end
- Architected Pop Network, the platform's execution environment and deployment model; built Pop CLI in Rust, adopted by external teams in production workflows
- Led developer relations: content roadmap, tutorials, conference talks and workshops, adoption measurement
- Ran technical discovery with prospective users and owned the cycle from requirements through onboarding and iteration

- Wrote the proposals that secured a Web3 Foundation grant and a $587K community-approved allocation; acquired the ink! language IP from Parity Technologies

Blockchain Application Engineer — Parity Technologies (Remote)
Jan 2022 – Jan 2024

- Promoted from Blockchain Support Engineer to Blockchain Application Engineer after one year
- Primary technical contact for external engineering teams at a 200-person infrastructure company: reproduction, diagnosis, and resolution alongside core engineers
- Created the recurring Release Analysis publication, translating each SDK release into breaking changes and required migrations
- Helped launch the Polkadot Stack Exchange and became a top-5 all-time contributor
- Wrote official SDK tutorials and reference guides; fed recurring pain points into documentation and product priorities

Lead Software Engineering Instructor — General Assembly (New York, NY)
Oct 2018 – Jan 2022

- Built the Software Engineering Immersive curriculum from scratch and taught full-stack development (JavaScript, TypeScript, React, Node, Python, Ruby) across dozens of 12-week cohorts
- Managed student teams through sprint cycles and deadlines; mentored junior instructors and TAs

Product Owner / Engineer — Computers Unlimited (Scranton, PA)
Nov 2016 – Oct 2018

- Owned the product roadmap and the engineering for a B2B modernization project; gathered requirements directly from the customer
- Built a React web app and a Swift iOS prototype

Earlier — Software Engineer (2012 – 2016)

- **2U (New York, NY):** JavaScript, TypeScript, Angular, Python, and Ruby within a microservices architecture at an edtech company
- **University of Scranton / O+A:** University-wide inventory app; co-developed the official iOS app; SaaS fleet platform with real-time OBD2 data ingestion

NOTABLE PROJECT

> **Polkadot Cookbook — Creator & Sole Author · 430+ commits**
> github.com/polkadot-developers/polkadot-cookbook
> Open-source developer resource with tested, runnable recipes. Ships a custom `dot` CLI for scaffolding projects and an automated harness that clones, builds, and validates every recipe, so nothing published silently rots. Maintained against fast-moving SDK changes using AI-assisted workflows. MIT/Apache-2.0.

EDUCATION & CERTIFICATIONS

B.S. Computer Science — University of Pittsburgh (founded the Computer Club; member, Western PA Linux Users Group @ Carnegie Mellon)
Polkadot Blockchain Academy (Feb 2023) · Product Management Bootcamp — General Assembly · UX Design Bootcamp — General Assembly

SKILLS

Engineering: TypeScript/JavaScript, Python, Rust, Ruby, React, Node, Swift, Solidity, API design, REST integrations, microservices, CLI tooling, full-stack web

AI: Agentic coding tools daily, LLM agents and tool calling, structured outputs, RAG over documentation, prompt engineering, evaluation of generated code

Infrastructure & operations: Docker, CI/CD, cloud deployment, Linux server operations, monitoring and uptime, automated test harnesses, validator and network operations, performance benchmarking

Blockchain: Layer 1 architecture and launch, EVM compatibility, consensus and finality, smart contracts (Solidity, ink!), cross-chain messaging, Polkadot SDK, node operations, governance and treasury proposals

Product & communication: Product ownership, customer discovery, technical writing and documentation, developer relations, conference speaking and workshops, curriculum design, cross-functional collaboration