

OWAIS IQBAL

Senior Software Engineer | Solana Blockchain & Product Delivery | Open to Remote

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PROFESSIONAL SUMMARY

Solana Sandstorm Hackathon 2023 Winner. Solana Renaissance Hackathon Winner (Games Track). Senior Software Engineer with **4 years specializing in Solana blockchain development**, product delivery, and technical leadership. Core contributor to **Honeycomb Protocol**, a complete gaming infrastructure framework on Solana. Led delivery for clients backed by a16z, Polychain, Dragonfly, and Coinbase Ventures — collectively raising **\$28M+**. Managed **15+ game studio integrations**, coordinated security audits (Halborn, Plainshift), and shipped **5+ Solana programs to mainnet with zero vulnerabilities**. Built 3 SDKs (TypeScript, Rust, C#), contributed to the official Solana Unity SDK, and served 1 year as Technical Program Manager. Currently building **TU Protocol** — on-chain trust infrastructure for Solana.

TECHNICAL SKILLS

Languages: Rust, TypeScript, JavaScript, SQL

Blockchain & Web3: Solana, Anchor Framework, Smart Contracts, PDAs, CPIs, SPL Tokens, Token Extensions, Metaplex, Bubblegum, MPL Core, Light Protocol, Compressed Accounts, Digital Asset Standard (DAS), Borsh Serialization, Compute Optimization, On-chain Program Architecture, Security Audit Coordination, Token Launch Systems

Backend & APIs: Node.js, Express, NestJS, Next.js, REST APIs, GraphQL (Schema Design, Resolvers, Subscriptions), WebSockets, Real-Time Event Systems, Yellowstone gRPC, Blockchain Indexing

Databases: PostgreSQL (Prisma), MongoDB, Redis

DevOps & Cloud: Docker, CI/CD Pipelines, GitHub Actions, AWS (EC2, S3), GCP, Vercel

Frontend: React, React Native, Next.js, Unity (C# / Solana Integration)

Tools & Practices: Git, Linux, SDK Development, Technical Documentation, Code Review, Agile/Scrum

PROFESSIONAL EXPERIENCE

Co-Founder & Builder

[TU Protocol \(tuprotocol.com\)](https://tuprotocol.com) | Jan 2026 – Present | Remote

On-chain trust and reputation protocol for Solana — wallet scoring, rug-pull detection, creator reputation, and holder distribution analysis powered by on-chain intelligence.

- Co-ideated protocol and authored whitepaper; built [Trust Explorer \(explorer.tuprotocol.com\)](https://explorer.tuprotocol.com) — live product for wallet reputation scoring and token trust analysis
- Architected blockchain indexer processing 2+ months of historical pump.fun transactions via Solana gRPC; managing product strategy and team coordination
- Competing in pump.fun BIP Hackathon (100+ teams, 12 selected for \$250K funding each)

Technologies: Rust, TypeScript, Node.js, PostgreSQL, Solana gRPC, Blockchain Indexing

Senior Software Engineer / Technical Program Manager

[Tumi Labs](#) → [Honeycomb Protocol \(via Ashtar Global Solutions\)](#) | Mar 2022 – Dec 2025 | Karachi / Remote

Grew from Solana developer to technical leadership across protocol engineering, client delivery, and program management. Managed up to 3–4 client projects simultaneously with a team of up to 8 engineers. Led delivery for venture-backed clients in DeFi, RWA, AI, and gaming (\$28M+ collectively raised).

HONEYCOMB PROTOCOL – Core Protocol Engineering (2023–2025)

Complete gaming infrastructure framework on Solana. Won Solana Sandstorm Hackathon 2023. 10+ studios built on the platform.

- Built Edge Client from scratch – GraphQL backend (schema, resolvers, real-time subscriptions, auth, API versioning) serving as central API layer for all 3 SDKs
- Developed 3 SDKs (TypeScript, Rust, C#) for NFT character management, resources, staking, and mission systems; built Unity client integrations for Solana
- Contributed to 5 on-chain programs (Anchor): NFT generation, idle gaming, character state, resource systems — all integrated via CPIs, deployed to mainnet
- Implemented compressed state management achieving 1000x+ on-chain storage cost reduction; integrated Metaplex, Bubblegum, Token Extensions, and MPL Core
- Contributed to official Solana Unity SDK (PR #236 merged — SignAllTransactions)
- As TPM (1 year): owned milestone planning, release coordination, and delivery tracking across protocol, SDK, and backend teams
- Managed 15+ game studio integrations; explored Ephemeral Rollups POC with MagicBlock, proposing compressed account settlement architecture

GAMESHIFT – Acquired from Solana Labs (Sept 2025)

Solana Labs' gaming API platform (previously on Google Cloud Marketplace). Became Honeycomb's main product post-acquisition, serving 10+ game studios.

- Took over codebase with partial ENV transfer; reverse-mapped service dependencies across CoinFlow, Tensor, CrossMint, MetaKeep; rebuilt entire infrastructure on GCP with CI/CD pipelines from scratch
- Replaced costly CrossMint dependency with custom NFT minting service, reducing operational costs; created comprehensive developer documentation (none existed from Solana Labs)
- Added studio-requested features, fixed broken flows, and onboarded game studios; 3–4 studios still actively using post-shutdown

CLIENT PROJECTS (2022–2025)

Led delivery and contributed engineering for venture-backed clients on Solana.

Holoworld AI (holoworld.com) – \$6.5M raised, Polychain Capital, 1M+ users

- Led delivery of HoloLaunch (fair launch: prorata allocation, provably fair raffle, vesting, anti-whale) and HoloICO (raffle + allocation, whitelist, token distribution) — both live in production
- Managed cross-team coordination with Holoworld's founder, TPM, and engineers; contributed directly to on-chain program architecture and code
- Coordinated Plainshift security audits for both programs; managed resolution of all identified vulnerabilities through audit completion

Technologies: Rust, Anchor, TypeScript, Node.js, Security Audit Coordination (Plainshift)

KEK (kekcoin.com) – AI-Powered DeFi Trading Terminal

- Led end-to-end delivery of tier-based staking program: requirements → architecture → development → Halborn audit → mainnet deployment
- Took over all Halborn audit comments and resolved on-chain vulnerabilities after primary developer became unavailable; designed lock-based access implementation strategy

Technologies: Rust, Anchor, SPL Tokens, Staking, Security Audit Resolution (Halborn)

Oro Gold (oroprotocol.com) – \$1.5M raised, Phantom/Jupiter/Helium angels

- Guided architecture for Oro Tradebook program: 10+ instructions, custodial/self-custody trading flows, compressed accounts via Light Protocol; pair-programmed through technical hurdles on on-chain program and TypeScript API layer (7+ controllers)

Technologies: Rust, Anchor, Light Protocol, TypeScript, PostgreSQL, Yellowstone gRPC

ZAR (zar.app) – \$20M raised, a16z Crypto, Dragonfly, Coinbase Ventures

- Guided architecture for ZAR Cash: time-locked token transfers using Light Protocol compressed accounts (deposit/claim/reclaim); pair-programmed through Light Protocol integration hurdles

Technologies: Rust, Anchor, Light Protocol, Compressed Accounts, Token Program

Ocean Explorers – End-to-End DAPP (Solo)

- Architected and delivered solo: Solana program (Rust/Anchor) + Node.js backend + React frontend — idle strategy game with NFT-based gameplay, concept through launch

OKD / Pooks – Early MPL Core Launch

- Delivered full-stack: custom MPL Core minting, loyalty profiles with badges and achievement tracking, backend services, and frontend

Additional Client Work (2022–2023)

- Deployed multiple Solana programs to mainnet with zero security incidents; built NFT/token staking programs, oracle integrations, and launch platforms with fair mint mechanics

EARLIER EXPERIENCE

Full-Stack Developer

Various Employers | 2022

- **Sidat Technologies** — Delivered Zia Medical Center Lab Test Booking Platform (UAE): User App, Rider App, Admin Panel. Built Netflix-style content streaming platform.
- **Expertizo (OUTLIER)** — Redesigned frontend architecture for online education platform.

ACHIEVEMENTS & RECOGNITION

Winner – Solana Sandstorm Hackathon 2023

Honeycomb Protocol, competing against global teams building on Solana

Winner – Solana Renaissance Hackathon (Games Track, 3rd Place)

Mining Badgers — on-chain game built on Honeycomb Protocol

Participant – pump.fun BIP Hackathon (2026, 100+ teams, 12 selected for \$250K each)

TU Protocol — on-chain trust and reputation infrastructure for Solana

Open Source – Solana Unity SDK (PR #236 merged)

SignAllTransactions for in-game and external wallets · github.com/magicblock-labs/Solana.Unity-SDK/pull/236

EDUCATION

Bachelor of Science — International Relations

Federal Urdu University, Karachi | 2021 – 2024

Web & App Developer Certificate

Saylani Mass IT Training Program | Jan 2021 – Oct 2021