

# Mathew Stevens

Full-Stack Solana Developer | Mobile Wallet Infrastructure | SDK Engineering

Bay Area, CA / Remote  
github.com/mstevens843  
linkedin.com/in/mathewbradleystevens  
solpulse.trade | agentic-signer.com  
x.com/mattinfra

Full-stack Solana developer building production trading infrastructure, AI-agent wallet applications, mobile wallet integrations, and cross-platform SDKs. Built and launched SolPulse, a live Solana trading platform with 350+ users, 4.1-star Android rating, and Solana dApp Store listing. Built Agentic, a deployed Solana agent-wallet application at agentic-signer.com with web, CLI, desktop, Google Play, and Solana dApp Store releases. Created Solana wallet SDKs across Unreal Engine, Cocos Creator, Capacitor, Godot, Unity, and iOS-native wallet flows, with upstream PRs merged into public Solana SDK repositories.

## EXPERIENCE

### Independent Solana Developer / Open-Source SDK Builder 2025 - Present

- Built and launched SolPulse, a production Solana trading platform across web, Android, and iOS, with Android live, Solana dApp Store listing, 350+ users, and 4.1-star rating.
- Built and deployed Agentic at agentic-signer.com, a Solana agent-wallet app with web, CLI, desktop, Google Play, and Solana dApp Store surfaces for real-wallet approval of agent actions.
- Designed automated trading infrastructure with multi-mode scanning, DCA, limit orders, smart TP/SL exits, real-time filters, multi-DEX routing, priority fee controls, and execution logs.
- Built wallet-safe signing flows using Solana Mobile Wallet Adapter, Wallet Standard, Seed Vault, and mobile deeplink patterns so private keys remain inside user wallets/devices.
- Created Solana wallet SDKs and demos for Unreal Engine, Cocos Creator, Capacitor, Godot, Unity, and iOS-native wallet adapter flows.
- Contributed upstream fixes to public Solana SDK repositories, including merged PRs in Godot Solana SDK and Solana Unity SDK.

### Analytics Specialist, Socket Mobile, Inc. Apr 2020 - Jul 2023 Fremont, CA

- Delivered actionable web analytics reports, performance dashboards, and strategic recommendations for marketing and leadership decision-making.
- Managed analytics workflows from data collection through QA, insight generation, reporting, and stakeholder presentation.
- Partnered with leadership and marketing teams to solve operational bottlenecks, improve reporting accuracy, and support business scaling.
- Planned and analyzed A/B and multivariate tests across channels and customer segments.

## SELECTED PROJECTS

### SolPulse - Solana Trading Platform React, Node, Solana

- Built solo trading platform with live website, Android app, Solana dApp Store listing, and iOS release in progress.
- Implemented execution engine with Sniper, DCA, limit orders, smart exits, multi-DEX swap routing, priority fee controls, and real-time strategy logs.
- Built intelligence and risk systems covering token scoring, dev identity checks, smart money tracking, rug scanning, whale scanning, max daily loss, and per-trade risk caps.

### Agentic - Solana Agent Wallet Application Web, CLI, Desktop

- Built deployed application at agentic-signer.com with web, CLI, desktop, Google Play, and Solana dApp Store releases for user-approved Solana agent actions.
- Implemented shared WalletBackend architecture powering MCP tools, Vercel AI tools, Solana Agent Kit adapter, browser demo, CLI, and desktop shell.
- Added tools for address lookup, message signing, transaction signing, sign-and-send, approval polling, and transaction simulation.

### Cross-Engine Solana Mobile Wallet Adapter SDKs Unreal, Cocos, Godot, Unity

- Built Unreal Engine 5 Solana MWA plugin using Kotlin clientlib, C++ JNI bridge, Blueprint UFUNCTION surface, auth caching, SIWS, signing, and sign-and-send flows.
- Built first Cocos Creator Solana MWA SDK from scratch with TypeScript API, native Android bridge, ECDH/AES-GCM wallet association, auth caching, and Token Duel demo game.
- Completed Godot and Unity MWA work with multi-wallet examples, Seeker hardware verification, reconnect fixes, SIWS/auth token support, and merged upstream PRs.

### iOS Solana Wallet Adapter Swift, CryptoKit

- Built iOS-native Solana wallet adapter package for Phantom, Solflare, and Backpack deeplink signing with encrypted URL/callback flows.
- Implemented X25519 ephemeral keys, NaCl box encryption, Base58 encoding, callback decoding, Keychain-backed state, wallet picker UI, and SIWS-style semantics.

## TECHNICAL SKILLS

**Languages:** TypeScript, JavaScript, Node.js, Swift, C#, C++, GDScript, Kotlin, SQL, Python

**Frontend:** React, Vite, Zustand, Tailwind, Radix UI, Capacitor, SwiftUI

**Backend:** Express, PostgreSQL, Prisma, Redis, WebSockets, SSE, REST APIs, auth systems

**Solana:** web3.js, Mobile Wallet Adapter, Wallet Standard, Seed Vault, Jupiter, Anchor, SPL tokens, transaction signing

**Platforms:** Android, iOS, Solana Seeker, Unity, Unreal Engine, Godot, Cocos Creator

**Infra:** Render, Helius, Chainstack, Birdeye, CI, observability, logging, rate limits

## LAUNCH METRICS

**350+**  
SolPulse users

**4.1**  
Android rating

**2**  
dApp Store apps

**6+**  
SDKs/apps built

**4+**  
Merged upstream PRs

## OPEN-SOURCE PROOF

- GitHub portfolio: [github.com/mstevens843](https://github.com/mstevens843)
- Godot Solana SDK merged PRs: #449, #453, #454, plus related MWA SDK contributions.
- Solana Unity SDK merged PR: #275, WebGL wallet auto-select UX improvement.
- Public SDK repos: Unreal MWA, Cocos MWA, Agent Wallet Adapter, Capacitor MWA, iOS Wallet Adapter.

## EDUCATION

**San Francisco State University**  
B.S., Business Information Systems, 2018

**Springboard**  
Software Engineering Certificate, 2025  
Full-stack curriculum covering JavaScript, React, Node.js, Express, PostgreSQL, REST APIs, auth, and testing.

## FOCUS AREAS

Solana Mobile    Wallet SDKs    Trading Infra

AI Agent Signing    Game Engine Plugins

Developer Tools

Best-fit roles: Solana infra, wallet integrations, SDK engineering, developer tooling, mobile dApps, and full-stack product engineering.