

Brendan Sanderson

contact@brendan.gg | brendan.gg | github.com/BrendanSanderson | LinkedIn | x.com/brendan_

WORK EXPERIENCE

Synchronicity •  •  • Code available on request

Jan 2023 - Aug 2026

Co-Founder & Co-CEO | Product & Engineering Lead

- Owned product strategy, design, and technical direction from concept through launch; hired and directly managed ten engineers, led delivery across 25+ deployed services, and remained hands-on in implementation. Helped raise \$4.1M.
- Designed and built Signac, a consumer-facing agent that let non-programmers create and edit trading strategies through natural language and a visual canvas, with ~60 typed tools and user-authorized deployment; supported 1,000+ user conversations.
- Cut Signac's strategy-creation time by ~80% and reduced observed creation failures to zero using indicator and strategy DSLs backed by deterministic execution and consolidated tools.
- Built a data engine housing terabytes of data with continuous ingestion from major exchanges and news sources, powering custom indicators in live strategy execution and backtesting.
- Architected a Rust exchange rollup using frequent batch auctions and synchronous strategy execution to address latency-driven extraction (~\$100B/year); integrated ZK proofs and data availability, with >20,000 orders/s launch capacity and 2 ms e2e latency.
- Used trader feedback to improve Signac's speed and completion rates: paired fast initial responses with higher-capability AI models for task execution and narrowed retrieval to limit context.
- Implemented cross-browser session coordination for Signac, using execution leases, persistent action journals, and durable replay to prevent duplicate tool actions, recover interrupted workflows, and preserve concurrent user edits.
- Established an eval improvement loop for Signac to reproduce and fix user-encountered failures within 24 hours, replaying all historical conversations after each fix to catch regressions.
- Enabled engineers to run many coding agents in parallel through automated requirements-to-implementation workflows, iterative reviews, configurable human approvals, and shared skills for testing, UI QA, recording, deployment, and data queries.
- Shipped shared PostgreSQL/pgvector memory with cited retrieval of project context, assumptions, and decisions to keep engineers' coding agents aligned and prevent conflicting changes.
- Deployed all backend services in TEEs, keeping sensitive data inaccessible even to our own team with a custom key management and rotation solution.

Beanstalk •  •  • 

Nov 2020 - Dec 2022

Co-Founder | Product & Engineering Lead | Publius

- Launched Beanstalk's initial protocol as its sole engineer in roughly nine months while learning the EVM from scratch.
- Hired and directly managed ten contractor engineers delivering smart contracts, governance, and protocol upgrades while remaining hands-on in architecture and implementation.
- Drove growth to \$144M in pre-exploit long-term incentivized liquidity in roughly eight months.
- Beanstalk ecosystem products collectively processed \$1B+ in cumulative trading volume.
- Led post-exploit recovery design, implemented changes, and personally deployed the migration to restart the protocol.
- Co-founded Pinto, Beanstalk's successor.  • 
- Helped develop Root and launched on-chain parimutuel betting markets for the 2022 FIFA World Cup. 

Goldman Sachs

Jun 2019 - Aug 2019, Jun 2020 - Nov 2021

Software Engineer

- Delivered production backend systems for Goldman Sachs's business banking and business credit-card platforms.

OTHER PROJECTS

- AI Video Production:** Building a multimodal workflow to retrieve footage from a personal media library, review candidate clips, and render replacement reels.
- Basin / Multi Flow:** Independently developed a composable EVM exchange and an oracle designed to resist inter-block MEV manipulation.  •  Basin •  Multi Flow • 
- Pipeline / Depot:** Independently implemented EVM call composition and asset transfers in one transaction.  •  • 
- Cubrim:** Published an iOS action RPG in Swift, independently creating its gameplay, art, and interface. 

EDUCATION

The University of Chicago

Sep 2016 - Dec 2019

B.S. Computer Science, Machine Learning specialization; B.A. Economics

Graduated magna cum laude, two quarters early.

SKILLS

Languages: TypeScript, Rust, Go, Solidity, Python, Swift.

AI engineering: 200B tokens of AI agent usage; agent runtimes, typed tools, evaluation, replay, retrieval, memory, provider routing, coding-agent workflows.

Backend & infrastructure: Distributed systems, PostgreSQL/pgvector, Kubernetes, API design, fault recovery, idempotency, TEE authentication and key management.