Reinhardt Weyers

Senior software engineer

NZ citizen with full work rights in NZ and Australia.
Open to relocating, including to Australia.

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Profile

I am a senior software engineer with ten years of experience. I build complete products quickly, from the first prototype to production. My work covers AI agents, full-stack web apps and security. After years of building my own products, I want a long-term senior role on a larger team.

50,000+
users on a security platform I built

40,000
peak weekly players on my game platform

2,000
people using QuantX, my trading app

US$530K+
user capital trading through QuantX

Experience

2025 – Now

Senior software engineer
Agentics Labs, Own company

- Built QuantX, an AI trading app for stocks on web and mobile. It has 2,000 users and over US$530,000 trading through its agent.
- Built the AI agent, the backend, the admin console and the billing as the sole engineer.
- Put hard risk limits in the code that places orders, outside the AI model.
- Connected QuantX to four broker and exchange APIs, including Alpaca.
- Wrote and deployed the smart contracts that collect its trading fees.

2023 – Now

Security consultant
Independent, Contract

- Infrastructure security audits for enterprise clients, including major utility providers.
- Smart contract audits and code reviews for DeFi and VRF systems.
- Found and reported vulnerabilities at several large New Zealand companies.

2026 – Now

Game developer
RetroDev Games, Own studio

- Building Everroad, an open-world driving game for Steam. It reached a playtest build in under three weeks.
- Built the world generation, car physics, engine audio and online multiplayer in three.js.

Mar 2025 – May 2026

Co-founder and CTO
Sparkade, Startup

- Built the mobile web app, the backend API and the admin console as the sole engineer.
- Built Bolt, an AI game builder. A player describes a game and Bolt builds a playable version.
- Isolated untrusted game code in a sandboxed frame with a strict content security policy.
- Wrote skill files that teach AI coding agents to build games for the platform.

Apr 2025 – Oct 2025

Developer relations
SKALE Labs, Part-time, remote

- Built developer tools and SDKs for teams building on SKALE.
- Worked on BITE, a privacy library for encrypted data between nodes.

Mar 2024 – Aug 2025

Head of gaming
Skillful AI, Remote

- Led gaming. Shipped SDKs that put AI agents into games and browser apps.
- Built real-time voice features with ElevenLabs.

Mar 2024 – Jun 2025

Founding engineer
Security platform (under NDA), Contract

- Worked as the sole engineer. Built the platform from scratch and grew it past 50,000 users.
- Built threat detection, automated response and a partner SDK. The project had a successful exit.

Earlier experience

2022 – 2025

Founder and developer, Untitled Platformer
A real-time multiplayer platform that peaked at 40,000 weekly players. Featured on the SKALE blog

Jan 2023 – Jan 2024

Developer relations, ChainSafe
Worked on web3.unity, a widely used blockchain SDK for Unity.

Oct 2016 – Jan 2023

Technician, then technical product manager, CentralNic Group
Six years at a large domain registry operator. Rose from technician to technical product manager.

Selected projects

QuantX	An AI trading app for stocks, on the web and as an installable phone app. usequantx.com
Caskt	A free desktop app for managing Counter-Strike 2 inventories. caskt.xyz
Everroad	An open-world driving game with a world that is generated as you drive. everroad.app
Phoenix Spectrum	A website for a New Zealand supplier of pallet wrapping machines. phoenixspectrum.com
The Solis Studio	A website for a New Zealand wedding and portrait photography studio. solis.co.nz

Skills

Languages	JavaScript, TypeScript, C#, Solidity, PHP, SQL
Web and apps	Node.js, React, Next.js, Astro, Vite, Electron, Tailwind
AI	Anthropic API, Agents and tool use, ElevenLabs
Security	Infrastructure audits, Smart contract audits, Threat detection, Secure API design, Responsible disclosure
Infrastructure	MySQL, SQLite, Redis, Docker, Proxmox, Cloudflare, DNS
Games and 3D	three.js, Unity, Phaser, React Three Fiber, Steamworks
On-chain	Foundry, Hardhat, viem, Uniswap v3 and v4, EIP-712

Referees: available on request.