Whitepaper | Version 1.1

BOT PLANET

Worlds first multichain ecosystem
built around the game

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OUR GOALS

To unite the leading DeFfi services in our ecosystem. We are creating a complex decentralized multichain ecosystem, core of which will be our BOT token. Main technical concept – integration of products, which complete functions of each other. The use of each of them may involve the use of BOT tokens.

The provision of starting liquidity in the pool will be achieved through multiple launchpads. A big difference from other similar crypto projects will be the use of promising nullification model, in which Bot tokens will be “burned” with every transaction. If we look at the fixed amount of the main token, this model ensures a constant decrease in the mass of the coins depending on the number of transactions, in other words it’ll be a natural deflation factor.

The following products will be available on our ecosystem:

- Play-to-Earn game
- NFT Marketplace
- DEX
- Staking
- Farming
- Lottery
- Wallet
- Messenger

FEATURES OF MULTICHAIN

Covering a wider community, expanding on the functionality of the ecosystem and opens up a bigger opportunity for partnerships with other games, which use different chains. Reduces risks, if there is an issue with one you always have the others working.

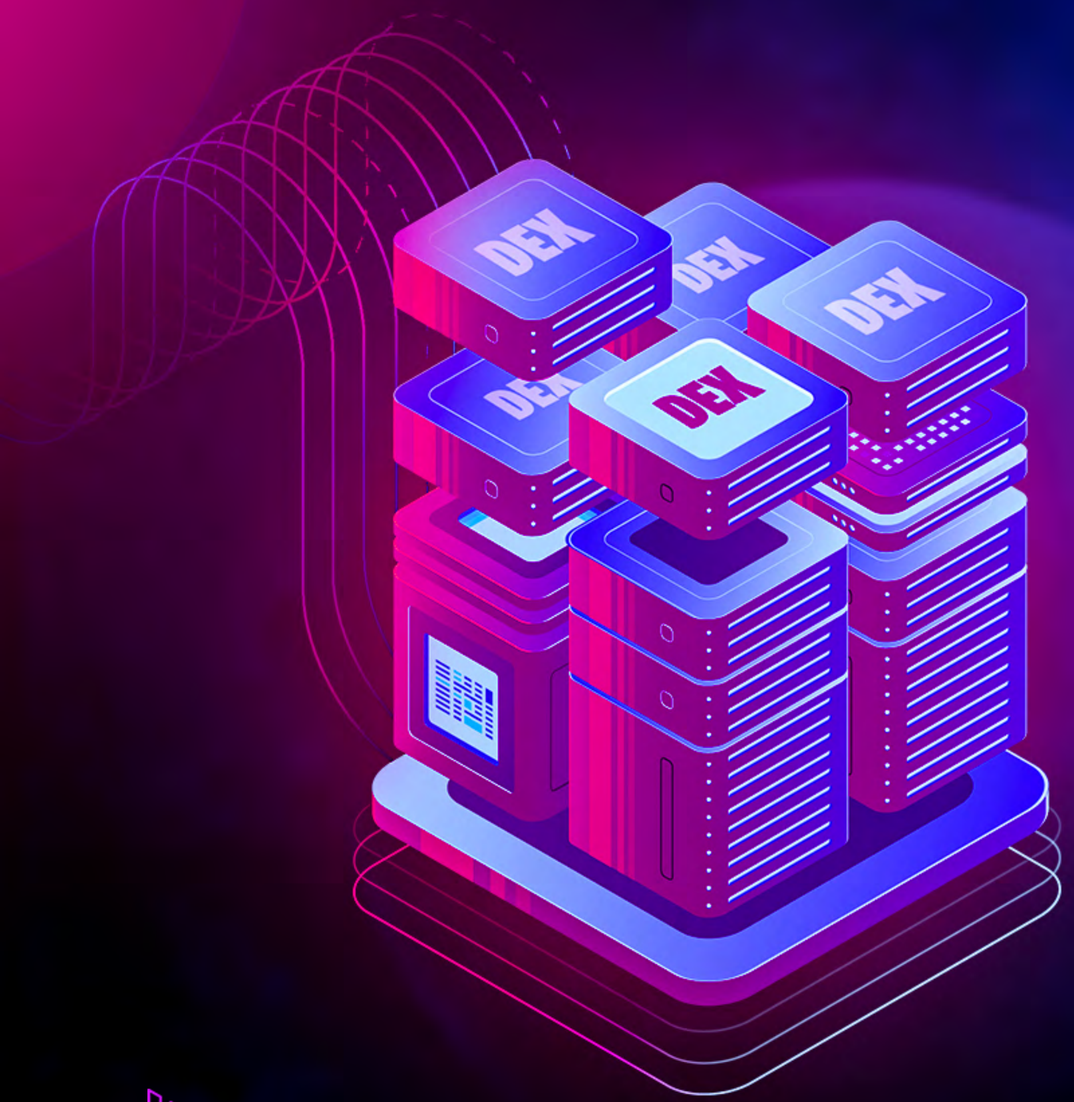
BINANCE SMART CHAIN

Polkadot.

SOLANA

ABOUT US

«BOT PLANET» was created in 2021 by young crypto enthusiasts. While the project is fairly young, we have already moved quite a bit, taking small steps every day. Our team takes big interest in new technologies, and we believe that all of them should be universal, simple and easy to master for every user. While developing the ecosystem we wanted to cover as many areas that involve crypto market as possible.



DEX

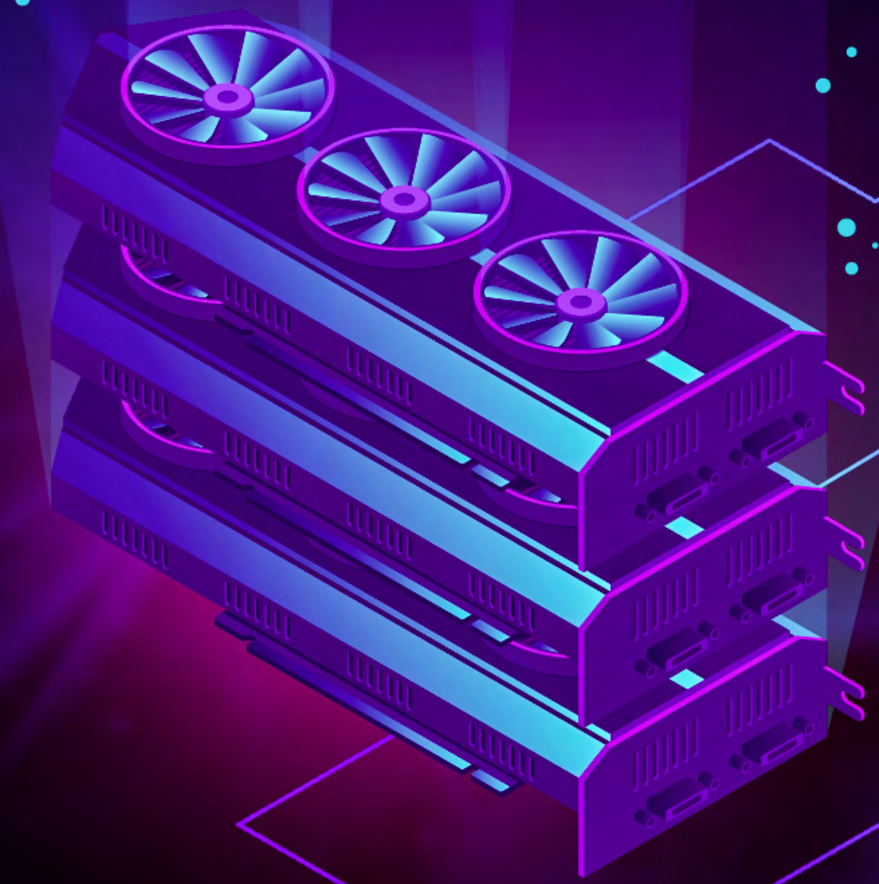
A decentralized exchange BOTSwap is an exchange that operates on the basis of a distributed registry, does not store funds and personal data of users on its servers and acts only as a platform for finding matches on applications for the purchase or sale of user assets. Trading on such platforms takes place directly between participants (peer-to-peer) without any financial intermediaries.

Also on our BOTSwap there will be a function of farming, staking and viewing coin charts. That is, it will not be just an exchanger. Also, our DEX will work in several networks, unlike many other similar DEX

FARMING

For simplifying exchange on the song to come BOTSwap, decentralized exchange would rely on the help of the foundations. BOTSwap will lean on the farming structure, in order to guarantee simple and quick transactions online. Traders put in their tokens for the period of time that they want to. Guaranteeing liquidity of the exchange, earning daily rewards. When a farmer offers liquidity on the exchange platform, he gets commission for the transaction, which is taken from the trader, who gets access to liquidity.

Farmers can present their assets for a long and short term. However, rewards that the farmers get, rely on how much did he loan to someone.



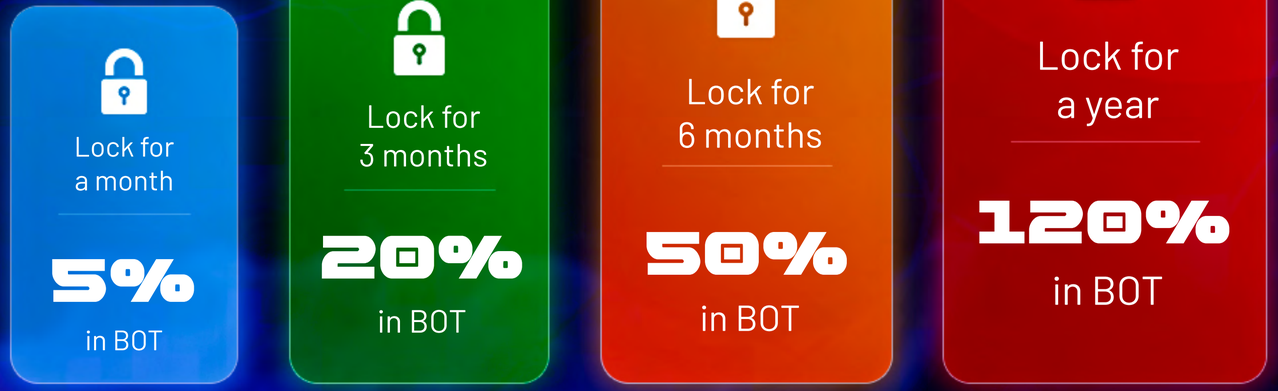
Tokens that are gotten from farming, way me used for getting rewards from the platform for staking.

Farming is the process of making a profit from tokens placed in a liquidity pool to support the trading process for a particular pair of assets. DEXs act as leverage by placing orders to buy or sell tokens, and liquidity pools are a kind of exchange's smart contracts. Thus, the farmer, placing assets in the pool, receives a percentage of the transaction fees charged to traders who have access to liquidity.

The percentage is calculated depending on the share of the investment. For example, when one trader contributes $20,000 to the USD / BOT pool, and the second $10,000, the total pool is $30,000. The share of the former is about 66%, the latter is about 33%. Rewards are calculated accordingly. Thus, it becomes possible to sell and buy assets within the pool, which is realized due to their liquidity. The amount of profit in this case directly depends on the demand for the token.

STAKING

Staking - involves storing tokens on the Proof of Stake (PoS) algorithm and support, thus, the health of the blockchain. For this, users receive a percentage of transaction fees. The essence of stacking is that it makes it possible to receive new blocks using less power, and provides network operations, i.e. in fact, in support of the network. For this, the user who placed the tokens will receive a reward.



In the case of BOT, the staking percentages are as follows

WALLET

The BOT Wallet provides the easiest yet most secure way to connect to the BOT ecosystem, and also an easy way to store and exchange tokens. Everything you need to manage your digital assets. You are always in control of interactions in our decentralized network.

FUNCTIONS:

Exchange	Mobile transfer	Payout
Card top up	BOT VISA card	Accept payments
Process withdrawals	Enable purchases	Issue global cards

FEATURES:

- Crypto wallet (~20 cryptocurrencies)
- Card Payouts to Visa & MasterCard (off-ramp)
- Crypto Purchases by Visa & MasterCard (on-ramp)
- AI predictions (+140 cryptocurrencies)
- Fiat to Fiat IBAN Transfers (SEPA)
- Crypto to Crypto Exchange
- Fiat wallet (EUR)
- Crypto Transfers
- Savings Accounts
- Issuing VISA cards integrated with the crypto wallet (plastic & virtual cards)

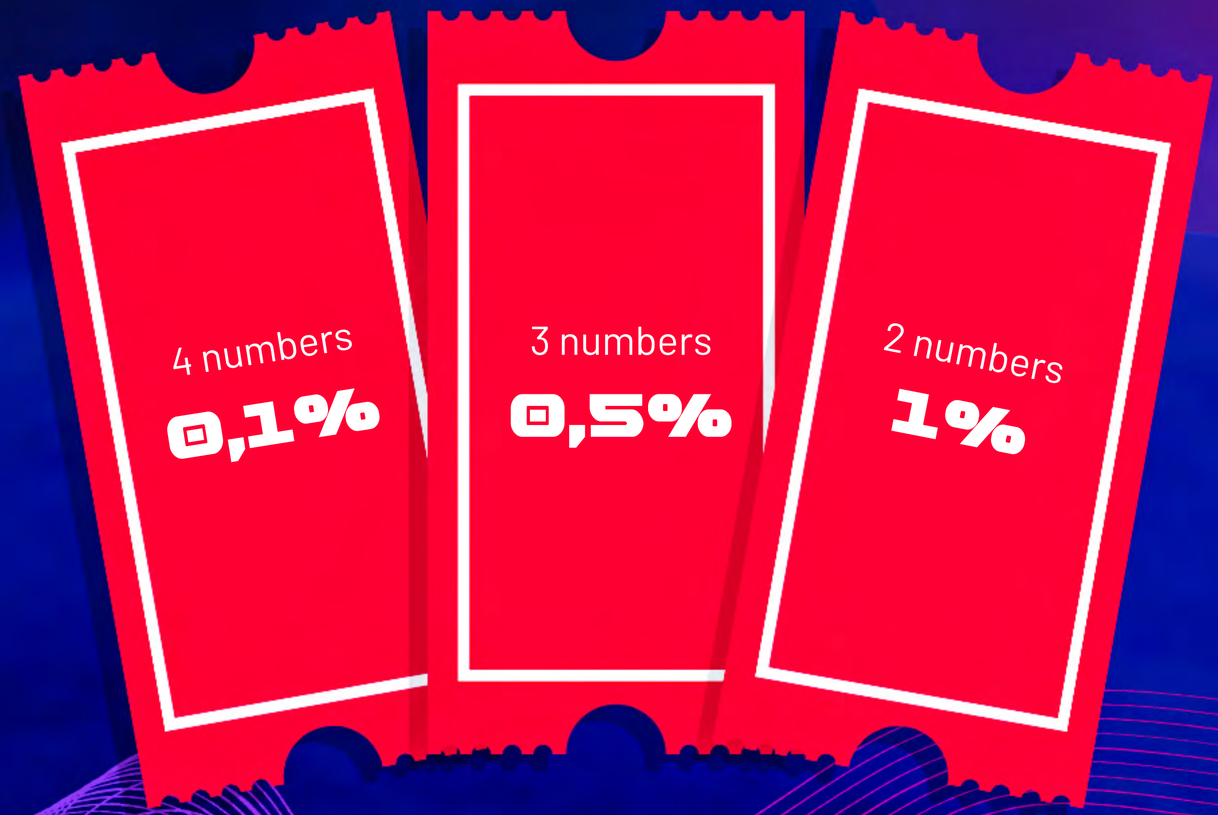
SECURITY

BOT Wallet generates passwords and keys on your device, so only you have access to your accounts and data. You always choose what to share and what to keep private.

LOTTERY

With BOT Lottery users can purchase lottery tickets for a chance to win BOT coins. The BOT Lottery is entirely fair and gives everyone an equal opportunity to win. Our development team is working to make the lottery a fun experience for all.

Lottery is an additional service that allows users to get a chance to win big and provides the system with an additional deflationary mechanism. The user purchases a digital lottery ticket in the system, after which the smart contract generates a random four-digit code, in which each digit has a value from 1 to 14. After generation, the code is sent to users for matching. If the order of the numbers in the ticket and in the code coincide, the user is considered the winner, and users who match the first 2,3 or 4 numbers will also receive a guaranteed reward.



NFT MARKETPLACE

The marketplace is intended for the sale of BOT NFT and cards for playing BOT GAME V0.1. There will be offers from the system created by artists from our team, previously acquired by NFT users, as well as NFTs created by independent artists. Regardless of the amount, the service commission is 1%, no other commissions and fees are expected.

The marketplace is conventionally divided into two parts. The game part, which is available both directly from the game, and on a separate page, where the NFT of the project and game cards are sold. Sections for merchant users where anyone can sell their NFT.

Due to the fact that NFTs exist on the BOT platform, buyers will be able to easily transfer these tokens during the purchase process. For the marketplace, several ways to buy NFT with BOT, other cryptocurrencies and fiat money are being considered.

Currently, the cost of creating NFTs through Etherium is too high for most content creators, which in turn seriously slows down the development of this innovation. For this reason, BOT works with Binance Smart Chain (BSC), where the cost of creating an NFT is significantly lower. The choice of BSC is also due to the fact that Binance is rapidly expanding the community, in January the number of Binance users reached 16.7 million.

Also, we will implement NFT on Solana and Ethereum. And also our team of programmers is working on the possibility of creating an NFT on Polkadot. In other words, we strive to make the first multi-chain marketplace

Active independent sellers will be promoted by the platform, which, in our opinion, is able to welcome more content creators.

MESSENGER

It is planned to implement a secure open-source decentralized messenger based on the BOTPlanet project blockchain. The idea of the messenger is that for storing data inside a distributed registry, the messenger will actually belong to all users and it will be impossible to control, censor, or block it.

The messenger will allow:

- **Send text messages**
- **Have voice calls**
- **Have video calls**
- **Exchange BOT directly with other users**
- **Send voice-messages**
- **Earn tokens for completing tasks which include interaction with ads**

The messenger is planned to carry out end-to-end encryption using Diffie-Hellman Curve25519, Salsa20, Poly1305 algorithms with SHA-256 + Ed25519 EdDSA signatures.

When preparing the requirements for the messenger, we drew on the experience of the most promising and demanded products in the field of secure communication, which have earned the trust of users, such as Signal, Wickr, Element, and combined their advantages in one concept.

THE GAME

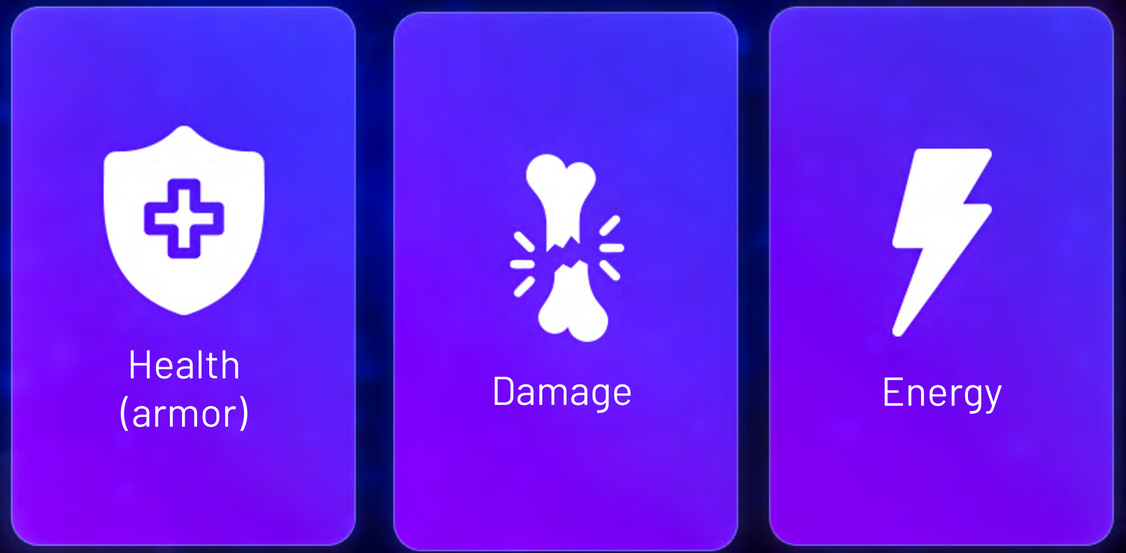
BOT GAME V0.1 – virtual card collection Play-to-Earn game. The closest existing example on the in-game mechanics would be Hearthstone by Blizzard. The user gets the access to the game, gets his NFT character, and then uses his Planet token in order to battle with other users. The winning user receives a fee minus the service commission. In the future, he can spend the token to improve the character. Purchasing NFTs or cards from the marketplace or in-game store.

Play-to-Earn game, in our opinion, is the most convenient tool for involving early users into the ecosystem, which allows you to evaluate the advantages of tokens, their capabilities, and the degree of product integration. For example, the daily audience of the most popular Play-to-Earn game Axie Infinity is 1 million people a day.

The chosen genre is not accidental, since Blizzard's experience with Hearthstone demonstrates its high popularity - 23.5 million active players who spent 669.2 million hours, with a relatively low development time.

- Gaming process is similar to hearthstone and other card games
- The gameplay is possible after the purchase and selection of a specific character by the player (NFT)
- The player who bought NFT automatically receives an account in the game and on the marketplace
- Interaction in a duel occurs between cards, which can hit the opponent's cards or the opponent's NFT

Cards have three types of characteristics:



The process of interaction occurs sequentially. The player makes a move, after which the opponent or bot makes a move.

There are five races to which the NFT relate:

There are 48 regular cards and 48 cards in each race

NFT has 10 levels of experience (leveling up), the new level is given for every 20th battle won.

From 48 cards 30 are available from the first level, then 2 cards are added to you for each level.

Depending on the status (rarity) and the level of the NFT, the cards receive a bonus to damage, status options with bonuses for the level:

- Legendary from 25% (+3% for level)(+4% on level 10) up to 60%
- Epic from 10% (+2% for level) up to 40%
- Mythical from 15% (+2% for level) up to 35%
- Ultra rare from 10%(+2% for level) up to 30%
- Rare from 5% (+2% for level) up to 25%
- Regular from 0% (+1% for level) up to 10%

When calculating the effectiveness of an attack, the principle of “rock, paper, seizors” is applied:

- 1 dominates 2 and 4
- 2 dominates 3 and 5
- 3 dominates 4 and 1
- 4 dominates 5 and 2
- 5 dominates 1 and 3

That domination makes the card weaker by:

- 1 level 5%
- 2 level 6%
- 3 level 7%
- 4 level 8%
- 5 level 9%
- 6 level 11%
- 7 level 12%
- 8 level 13%
- 9 level 14%
- 10 level 15%

The game has 2 types of Bots:

- Bots (NFT)
- Monsters
- Differences are only visual

NFT in the game has two unchanged parameters:

- Health Point - static
- Damage - static
- Energy – goes up with each move

Cards have the following parameters:

- Health Point – can grow in some cases
- Damage – can grow in some cases
- Energy usage (static)
- Luck (Chance of a critical strike)

These are the following classes of the cards:

- Tanks: hp — 80% damage — 20%
- Ninja: damage — 80% hp — 20
- Fader ball: hp — 0% high damage, attacks multiple cards at once,for one time use and is destroyed afterwards;
- Card that tanks all the damage and disappears;
- Attacking Commander: 50/50 +20% attacks all the cards on the table (only as long as he not on the table)
- Protection Commander +20% hp to all the cards on the table (as long as he is on the table)
- Heal for NFT +30%hp
- Random shot —all the cards pay attention to this one and each turn it attacks the NFT of the opponent, damage 2% defense 98%

The cards are given conventional names that reflect the essence of their actions, names might be changed in the future.

Types of damage:

- Standard
- Critical +50% to standard

Operation with the deck:

- During the game cards are given to the user from the deck
- The user can select 3 purchased cards before the game, which are guaranteed to be used in the game;
- Cards are given at random.

Mana Cost:

- Energy consumption is carried out when the card is placed on the table (for each type of card, a different energy consumption is provided)
- Energy is expended when attacking with a card, which causes a dilemma between attacking and exposing new cards.
- Tactical restrictions. During the turn, the user can place cards on the table as long as the amount of energy allows and attack once with previously exposed cards (these cards are graphically / animatedly highlighted). Cards exposed this turn are attacked next.

Rarity of characters in BOT GAME V0.1

Obtained through cases:

- 20.000 Cases in total
- 2 races

- Legendary – 0.06% (60 NFTs)
- Mythical – 0.3% (300 NFTs)
- Epic – 1.5% (1500 NFTs)
- Ultrarare – 7.5% (7500 NFTs)
- Rare – 10,64% (10640 NFTs)

Purchased on our marketplace

- Total amount – 80.000
- Common – 80% (80.000 NFTs)

Promotion will include consistently used communication channels that meet the current goals of the project and is tied to the stage at which the development and development of the system is. Structurally, the marketing of the project will be presented in 11 stages.

Software and tools

Unity is best suited for small teams with big ideas. With an extensive library of free assets and ample documentation, development will hit less road blocks and obstacles – provided our team is at the very least, familiar with the game engine.

Should we opt for Unity's developer plans, pricing is incredibly doable considering the quality delivered by Unity Technologies.

Using Unity will also allow us to explore the future possibility of deploying the game for mobile devices, should it interest the client, investors and player base.

Enjin also offers an SDK for NFT integration within Unity. This will save us time and avoid hiring a specialist to integrate it for us.

Roles

Overall, the roles provided fit into a core team structure, which in summary includes:

- A Creative Director
- A Game Director
- 2 Game Designers
- 2 Game Programmers
- A UI/UX Designer/Animator

ROADMAP

As of right now, the ideal development road map includes:

Sprint 1
Research and Development

Sprint 2
Prototyping (part 1)

Sprint 3
Prototyping (part 2)

Sprint 4
Iterative Development - Aesthetics

Sprint 5
More Prototyping (if necessary)

Sprint 6
More Prototyping (if necessary)

Sprint 7
Iterative Development

Sprint 8
Open Testing and feedback

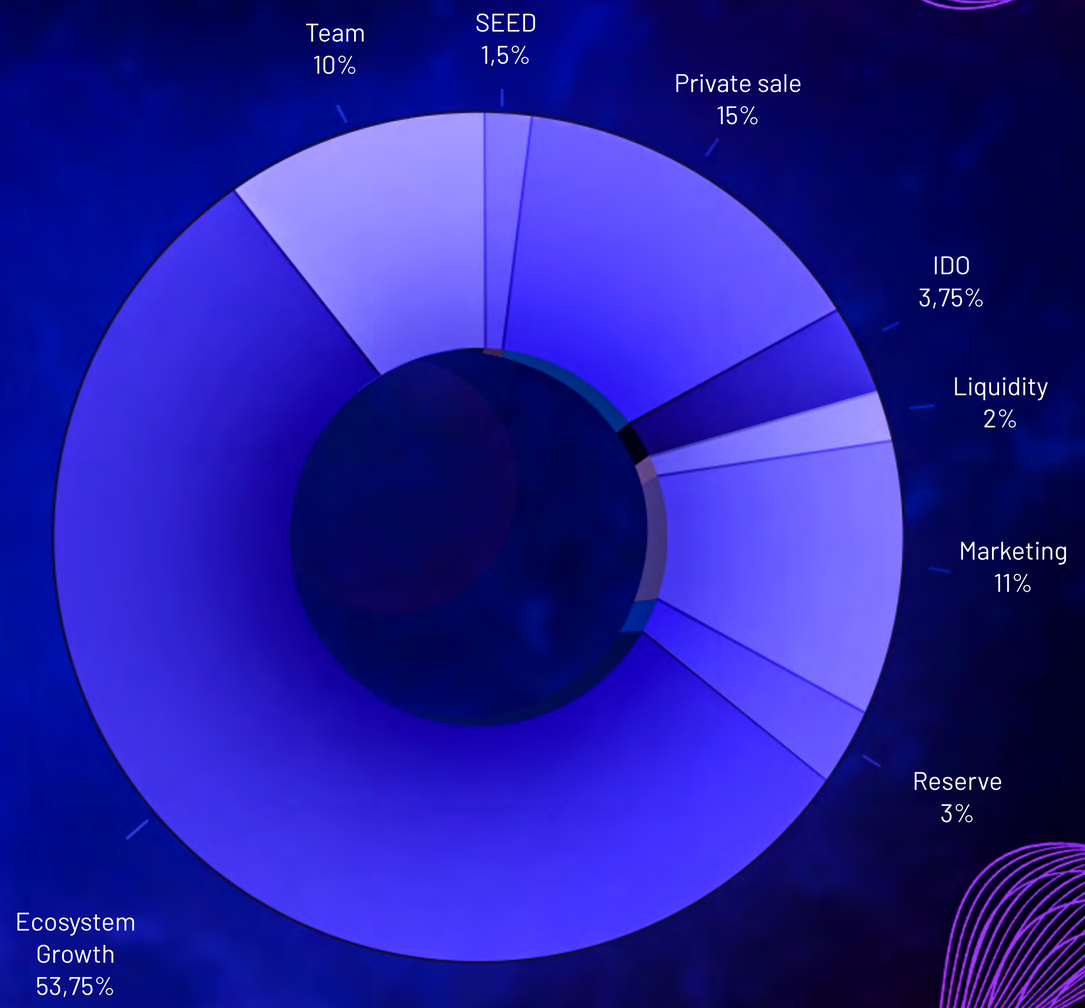
Sprint 9
Further Iterative Development and Bugfixing

Sprint 10
Bugfixing and finalization of product before Beta testing

Each Sprint represents 2 weeks.

TOKENOMICS

Pool	BOT Price	Raised	%	Tokens
Seed	$0.0103	$155,000	1,5%	15,000,000
Private Sale	$0,0140	$2,100,000	15%	150,000,000
IDO	$0,0160	$600,000	3,75%	37,500,000
Liquidity			2%	20,000,000
Marketing			11%	110,000,000
Reserve			3%	30,000,000
Ecosystem Growth			53,75%	537,500,000
Team			10%	100,000,000
Total		**$2,855,000**	**100.00%**	**1,000,000,000**



BOT PLANET

INVESTMENT & COLLECTION VALUE

Initial investments

SEED (complete)

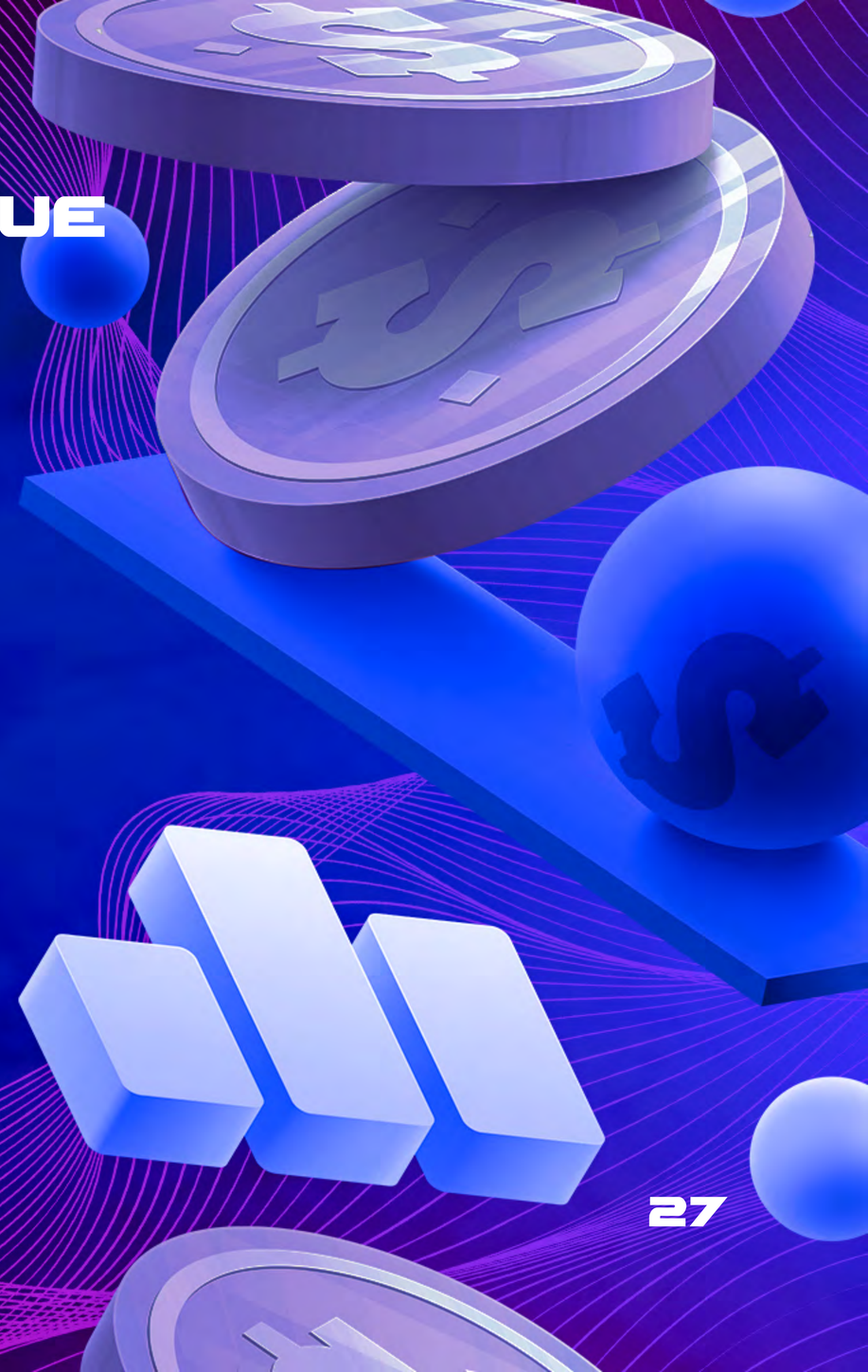
$ 155.000

Private sale

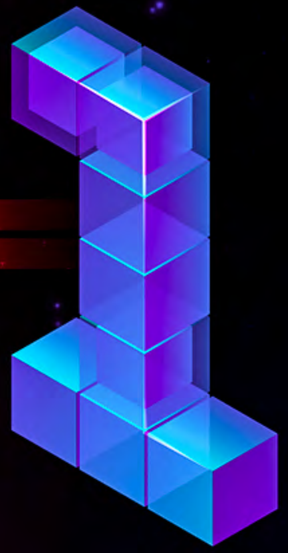
$ 2.100.000

IDO

$ 600.000



ROADMAP



Q2 - Q3 2021

- Office construction
- App content
- Testnet
- Create bsc token
- Audit of techrate (BSC)
- SEED
- Community creation
- Wallet development
- Blocking team tokens
- Team presentation
- Development of the technical specification of the NFT store and the game
- KYC
- NFT market development
- Opening company

Q4 2021

- WOW Summit
- Partnerships
- Onboarding VCs
- Private Sale
- Armors audit
- Onboarding Advisors

Q1 - Q2 2022

- IDO for community
- Listing on pancakeswap
- Listing on CEX
- DEX Release
- Farming
- Staking
- Bridge on ETH and IoTex
- Partnerships
- Demo for the game
- Release NFT boxes
- NFT marketplace

Q3 - Q4 2022

- Bot game release
- Bridge to DOT
- Streaming
- Wallet
- Partnership with VISA and launching a card program
- Introduction of SOL, ETH, DOT into the game
- Lottery release

Q1 - Q2 2023

- Messenger
- Updating the game (new patches)
- Adding new NFT collection

MONETIZATION FOR INVESTORS

The business models of each of the system's products are created in order to bring profit to both the project and the users.

NFT

NFT is a tagged token with a unique digital signature representing a digitized real object - artwork, music, video text. The digital signature of BOT NFT will not allow duplication, which guarantees the owners of these tokens exclusive ownership.

In the BOTPlanet project ecosystem, you can both create NFTs using the Binance Smart Chain (BSC) and sell on the BOT Marketplace. It can be both NFTs previously created by us and, for example, pumped up in the game, as well as works of independent artists registered in the system. The commission for selling NFT in the marketplace is 1%. The marketplace operates on the principle of an auction, where you can place bids on the purchase of a particular character.

WATCHING/INTERACTING WITH ADS

An ad unit is integrated into the messenger, completing tasks for viewing ads in the messenger, the user receives a BOT reward.

P2E GAME

In case of battles between users, the winner takes the donation in Planet tokens, the loser, accordingly, does not receive anything.

FARMING

Add liquidity to the exchange to farm BOT. Locking them up in a Smart Contract rewards you with BOT.

STAKING

Get rewarded with a percentage of transaction fees and our governance tokens by staking assets in our liquidity pool.

LOTTERY

With BOT Lottery users can purchase lottery tickets for a chance to win BOT coins. The BOT Lottery is entirely fair and gives everyone an equal opportunity to win. Our development team is working to make the lottery a fun experience for all.

MONETIZATION FOR COMPANY

COMMISSIONS FOR TRANSACTIONS AND TOKENS

The commission for a BOT token transaction is 2%, of which 1% is nullified.

For transactions in Planet, 10% is spent on liquidity support, while nullification does not occur. When pumping NFT with Planet tokens, 99% is zeroed, 1% is the company's profit.

Percentage from tokens – 6% locked

FIRSTLY SELLING UNIQUE NFT CHARACTERS AND GAME CARDS

NFT characters are divided according to their rarity into the following classes:

- Legendary
- Epic
- Mythical
- Ultrarare
- Rare
- Regular

The game properties of NFT and the cost depend on the class, this is described in more detail in the gameplay section. Selling cases/packs with NFTs on our unique marketplace.

MARKETPLACE COMMISSION

When selling third-party NFTs as well as in-game NFTs is 1%.

PAID ADS IN MESSENGER

At the moment, the most logical thing seems to be the creation of an advertising platform in the messenger and monetization by purchasing a platform for advertising by advertisers.

DEFLATION AND VOLATILITY

The main mechanisms for ensuring sustainable deflation are associated with the nullification of BOT and Planet tokens. Those. the limited volume of BOT will decrease, which means sustained deflation, especially intense with growing or stable demand. A similar model was used at Axie Infinity.

Similar systems are characterized by more stable rate dynamics and less pronounced volatility. For example, the dynamics of the FARA token rate from FaraLand after the announcement of the game's release. Having overcome the $ 1 milestone, the asset did not fall below this barrier.

MARKETING STRATEGY

PROMOTION AT THE START

At this stage, it is planned to attract influencers from Russia, India, China and a number of other countries. After familiarizing the audience with the projects, in order to increase the effect, we plan to conduct QA sessions and podcasts with leading opinion leaders in Russia and big influence news channels like BSC News. The list of personalities is in the process of being formed. 33+ announcements on forums dedicated to cryptocurrencies and investing with a total traffic of more than 5 million visits per month.

Advertisement from the launchpads, on which we will be holding our IDO. Passing an audit from CertiK, which will also bring traffic to our socials and website. Running an active news blog, which will consist of the ongoing/future events, updates on the project, updates on the game, as well as articles on other platforms. Getting foundations/big investors, which will allow us to expand on the community, improve our marketing, through their channels/communities. Hiring influencers and network businessmen, who will receive tokens before listing, in order to help us advertise our project to their community, which will result into bringing more active members. Buying ads on social medias. Buying targeted ads on Google and A-ads. Also, running a big bounty campaign for our tokens, which will reward those who make content about the project on their socials. Creating a referral bot, through which people can invite others to our community and get tokens in small amount. Getting KOLs from Instagram, Telegram, and Twitter for further promotion of the project, for a long period of time.

Advertisement on YouTube through partners of the project, on 50+ channels about crytpo. Entering token trackers, similar to Coinsniper and buying ads on these platforms before listing.

PROMOTION AFTER LAUNCHING

Promotion after the launch will be working under the marketing leaders, influencers and partners. Also, improving and making our socials more active, updating blogs on our website daily, working with partners from other projects. Building a strong relationship with our community through fulfilling their needs, and moderators who are equipped to work with people. Publishing on the leading medias. Daily advertisements from bloggers, as a support for our marketing campaigns. From ensuring a successful launch, communities from the outside of our project will be talking about it, which will create traffic on its own. Realization of our products, giveaways and airdrops with a referral system. Conducting AMA sessions on big channels, and on our own. Participating in big events, such as WOW Summit, in which our team was the Gold Sponsor. Partnering up with streamers and big brands, in order to create traction in eSports and on livestreaming platforms. Promotion in China through BTOK, Weibo. Listing on centralized stock exchange, which will create hype around projects, and also increase the number of holders. If possible, conduct an IEO on the top 10 exchanging platforms. Getting press to publish about our game, working with influencers from GCC region. Working with partners from 24 hr. crypto television. Shilling on 7000+ telegram channels and TV channels from GCC region, to promote the game. 700 Bitcoin ATM release of our token.

PROMOTION FOR APPS AND PRODUCTS

The team will be working on promotion of our aps and other products separately through: influencers, KOLs, foundations, partner projects. This will work with adding farming on our DEX. Currencies of our partners on our wallet, and publishing NFT collections on our marketplace. Creating giveaways, airdrops before the release of new products and aps.

SEASON MARKETING

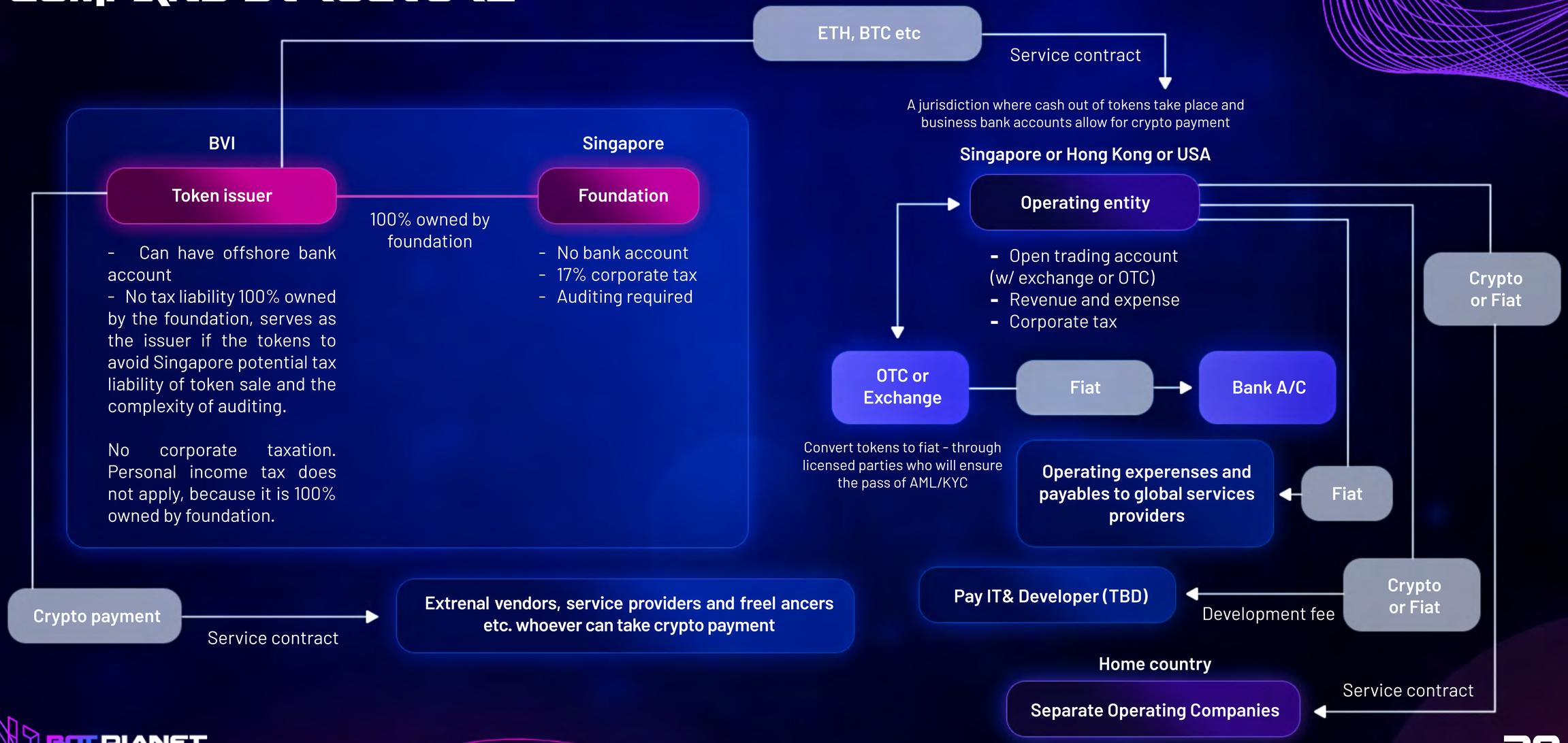
We are planning on creating season marketing, which works around big worldwide celebrations: New Year, Crypto day, Halloween and etc.

ABOUT COMPANY

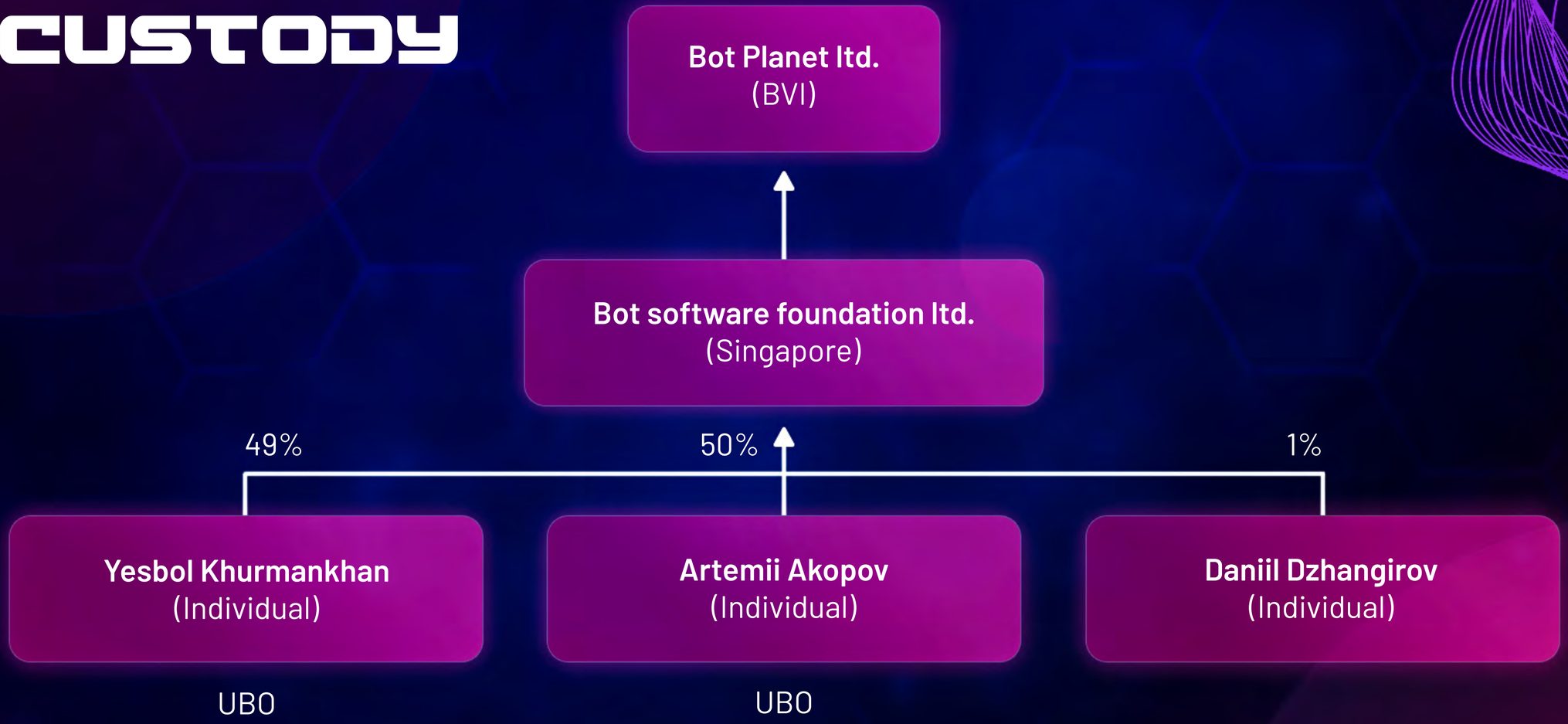
A company officially registered in Singapore and BVI. Our team at BOT PLANET/SOFTWARE is developing an ecosystem, which gives the community an opportunity to have a stream of passive, and active income. Those goals are achieved through our BOT token, which people can hold to earn passively, use it for trading, farming, staking, purchasing in-game cases, which will allow the players to participate in a P2E game.

We are offering our own: DEX, NFT MARKETPLACE, THE GAME, LOTTERY, MESSENGER, WALLET. Our ecosystem operates on 4 leading blockchains: Solana, BSC, ETH, PolkaDot.

COMPANY STRUCTURE



CUSTODY


Bot Planet ltd.
(BVI)
Bot software foundation ltd.
(Singapore)
49%
50%
1%
Yesbol Khurmankhan
(Individual)
Artemii Akopov
(Individual)
Daniil Dzhangirov
(Individual)
UBO
UBO

ROI

Total supply: 1.000.000.000 BOT

Intial cicrulating: 23.500.000 BOT (2.35%)

IDO Price: 0.0167$

DeFi Listing price: 0.0167$

ROI	Intial price	Market cap
1x	$0.0167	$392.500
5x	$0.0835	$1.962.500
25x	$0.4175	$9.812.500
50x	$0.835	$19.625.000
100x	$1.67	$39.250.000
1000x	$16.7	$392.500.000

STATISTIC

Below are the most successful play-to earn games, our advantage is that our project is being implemented on 4 of the largest blockchains at once, which will help to realize the maximum capitalization of the project. If the project is equal to Axis infinity, then the cost of one coin will be equal to $ 517.7, this is without taking into account the system of burning tokens from each transaction and burning tokens inside the game.

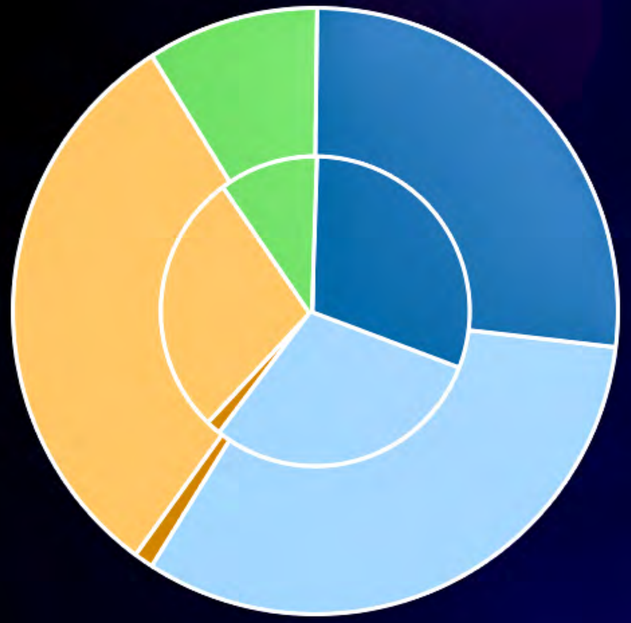
Name	Price	Market Cap
Axie Infinity	$153.80	$9,366,757,917
Decentraland	$2.64	$4,800,446,635
The Sandbox Evolution	$2.50	$2,232,962,958
My Neighbor Alice	$15.56	$357,903,186
Radio Caca	$0.005239	$952,647,716
Illuvium	$1,245.45	$800,265,398
WEMIX	$6.09	$751,096,508
Gala Games	$0.09172	$636,153,686
Star Atlas	$0.1877	$405,348,047
MOBOX	$4.16	$318,437,714
Alien Worlds	$0.287	$262,305,144

CONTRACT METRICS

SOURCE LINES

v1.0

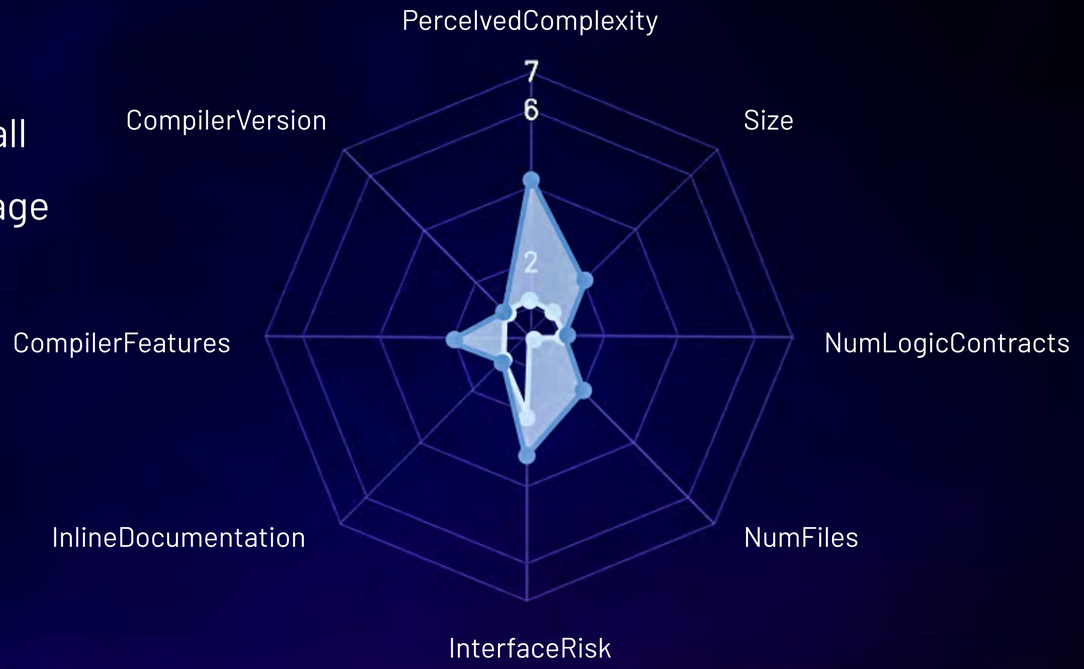
- Source
- Comment
- Single
- Block
- Mixed
- Empty
- Todo
- BlockEmpty



RISK LEVEL

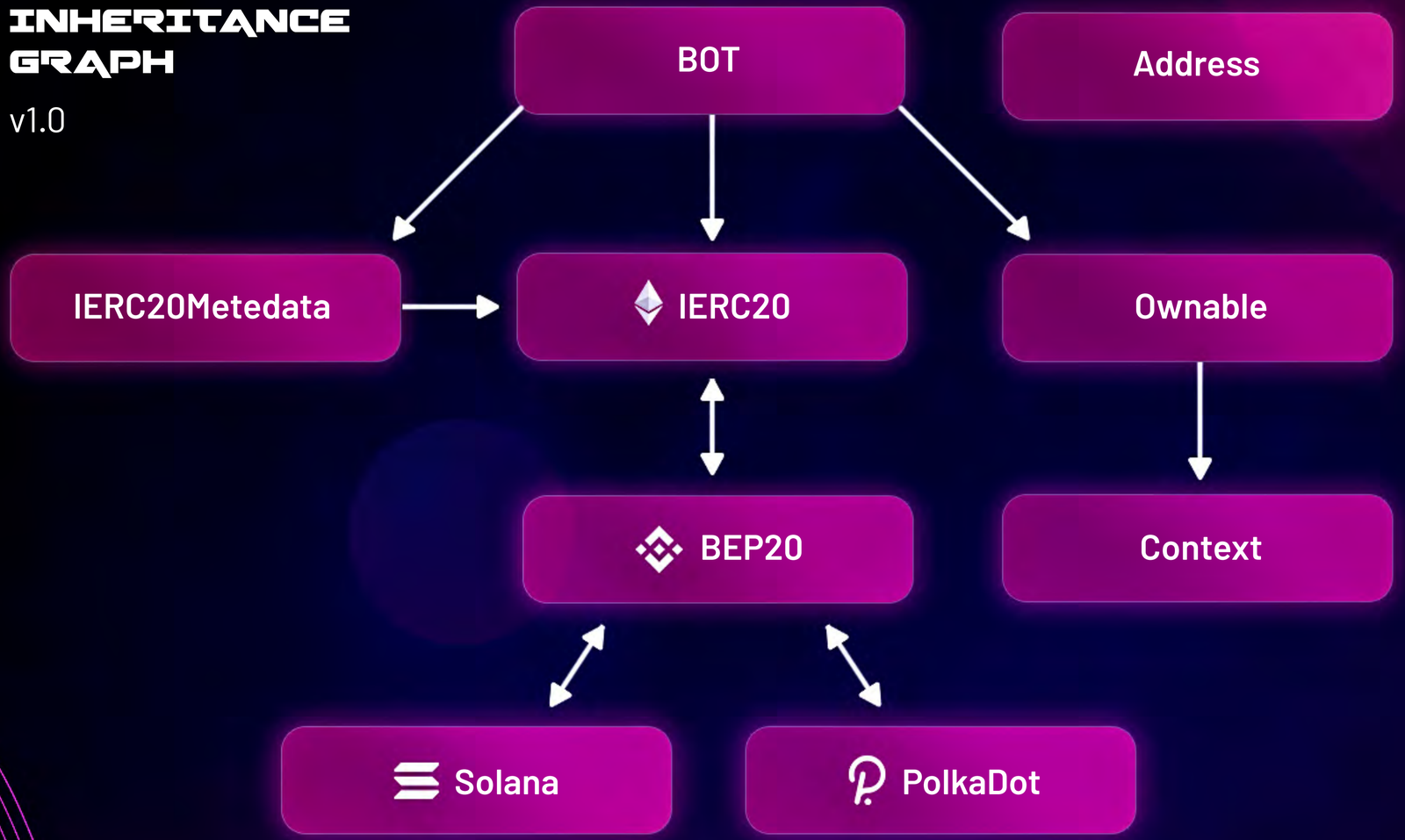
v1.0

- Overall
- Average



INHERITANCE GRAPH

v1.0



OUR TEAM

ARTEMIY A.

Co-owner

Businessman and cryptanalyst. Since 2018, he has been the founder of a studio for the design and development of real estate projects. In 2019, he started his career in trading and analytics. At the moment, he is an investor and developer. He also takes an active part in the crypto world and takes part in various events.

YESBOL K.

Co-owner

Three year experience of working with banks. Five year experience in sales. Founder of many big LLCs in his town. From 2018 has been expanding towards the trading and dedicated a lot of time into studying the blockchain. Big investor in Dogecoin, Shiba Inu & Axinfinity as well as other projects in the Defi section.

DAN D.

CEO

Business and management major. Marketing and project management experience. Worked in variety of different fields: creativity, activities and services. Participated in Euroscola 2016 (April). Public speaking & public debating academy of Malta. Young prospect in the world of crypto.

KERIM Y.

CTO

10 years of experience in the construction industry. Founder of several construction projects.
Since 2018, he has been engaged in trading and analytics in parallel. And also a major investor in various projects in the sector of DeFi and blockchain games.

YESYENJOL Y.

BDM

Accountant with a master's degree. Eight years of experience in finances. From 2019 worked on a few crypto projects as a creative and marketing manager.

DENYS O.

Lawyer

Corporate lawyer with a master's degree in international law and public administration.
Over 18 years of experience in legal work. Has been actively involved in legal support of crypto projects since 2020.

MAKSIM N.

Product manager

Blockchain product manager, with great experience in blockchain startups development and launch.
Realization of the project together with a very strong team. I am responsible for all the processes of project development, all the way to final delivery.

OLEKSANDR

Cryptography Researcher

Expert in Cryptology, Cybersecurity, Computer Networks and Blockchain. Participant in multiple academic researches. Has several academic publications (including SCOPUS). Winner of several All-Ukrainian Cybersecurity olympiads. Scieniific interests: post-quantum cryptography, blockchain, hash functions, network protocols.

ANDREW

Lead Blockchain & Java Developer

Qualified full stack software developer and project manager. 15 years of coding experience, Java, C, SQL expert. Familiar with wide range of technologies and languages. Spent several years designing and building hardware and microelectronic devices. Winner of cryptography and blockchain related contests and bounties.

VLADISLAV

Software Architect JavaScript & Blockchain

Building high-load backends using microservice architecture along with S@L/MoS@L data storages. Full-stack dApps developer, writing ETH smart contracts using Solidity with Truffle Suite Stack (Truffle, Ganache, Drizzle) and connecting to React SPA with web3.js

ALEX

Computer Science & Blockchain

Experienced Engineer with expertise and background in Cryptography and Disiributed Ledger Technologies. Math scientist with expertise in the theory of elasticity, hydrodynamics simulations and molecular dynamics simulations. Academic researcher at the Aston University (UK) and RAIKEN Institute

NIKO

DevOps Engineer

Skilled DevOps Engineer with 4+ years of hands-on experience supporting, automating, and optimizing mission-critical deployments both in cloud and on-premise, leveraging configuration management, Ci/CD, and DevOps processes.

Comfortable. Reliable. Innovative

BOT PLANET