

# Kenneth Lasyone

## Principal Systems Architect

Software Engineer with a passion for providing coding and developing solutions. Great communication and problem-solving skills. Strong networking and coding skills with a fundamental functionality and understanding of most all areas of Technology.

## Certificates

**Google Cybersecurity Certificate**  
**AWS Generative AI with Large Language Models**

## Experience

### Inventor & Principal Systems Architect | SPHERE VRF (2025-Present)

Designed SPHERE VRF, a decentralized verifiable randomness framework powering secure, unbiased, and auditable random number generation. Built to support gaming, validation, and decentralized applications, SPHERE VRF operates across a cluster of independently hosted nodes.

#### Key Responsibilities:

- Developed a fully distributed VRF engine with sub-10ms response times on private network.
- Integrated CLI, web-based, and headless interfaces for public access and demo environments.
- Managed node operations across a Raspberry Pi cluster for eco-friendly deployment.
- Hardened the system against unauthorized access using encrypted control layers and identity-bound validation.

### Principal Systems Architect | SPHERESSL (2025-Present)

Designed and engineered SphereSSL, a modern, open-source SSL/TLS certificate management platform, automating every step from request to renewal across web. Built to empower developers, homelabbers, and orgs with seamless, auditable certificate issuance using decentralized validation and eco-friendly deployments.

#### Key Responsibilities:

- Developed a cross-platform SSL automation engine supporting ACME protocol, DNS-01 challenges.
- Integrated web-based dashboards and REST APIs for instant cert creation, monitoring, and renewal.
- Managed and optimized certificate issuance across distributed environments.
- Automated ordering, renewal, and conversion workflows (PEM/PFX), with support for multi-domain/SAN certs and provider-agnostic DNS integrations.

### Founder & Principal Architect | Sphere Network (2024-Present)

Designed and built SPHERE, a patent-pending decentralized infrastructure platform composed of cryptographic identity systems, distributed content hosting, and token-gated access control. The project features three core systems, each supported by a formal patent application:

- ▶ System and Method for Decentralized Identity Authentication and Contact Storage Using Encrypted Key Segments
- ▶ System and Method for Decentralized Content Hosting and Address Resolution via Distributed Hash Tables
- ▶ System and Method for Token-Gated Permission Control and Resource Validation in a Decentralized Network

#### Key Responsibilities:

- Built a full custom peer-to-peer networking stack using encrypted routing and custom packet handling.
- Engineered identity verification through fragmented key reconstruction and asymmetric cryptography.
- Deployed a DHT-based content discovery network with cryptographic alias resolution.
- Developed a zero-trust, token-authenticated permission system for gated access to encrypted resources.
- Implemented layered cryptographic systems using AES-256, RSA-2048, and ECDSA for authentication and integrity.
- Designed decentralized node validation logic to prevent data tampering and enforce consensus.

```
File Edit View Git Project Build Debug Test Analyze Tools
private string me = "kennethLasyone";
private bool hasNeededSkills = true;
private bool isHired;
public class Resume
{
    public void HireCandidate(string _applicant)
    {
        if( _applicant==me && hasNeededSkills)
        {
            isHired=true;
            Console.WriteLine("You're Hired!");
        }
        else
        {
            hasNeededSkills=true;
            HireCandidate(me);
        }
    }
}
class Program
{
    static void Main(string[] args)
    { HireCandidate(me);
    }
}
```

## Personal Info

### Phone

1-346-217-8475

### Email

kl3mta3@gmail.com

### Web

KennethLasyone.org  
Sphertopeer.com  
Spheressl.com  
Spherevrf.com

### Git

Github.com/kl3mta3  
Github.com/SphereNetwork

## Skills

Linux	XAML
Windows	HTML
Networking	CSS
Java	ASP.Net
Python	C#
.Net	Razor
C#	Blazor
SQL	REST

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### Experience (Cont)

#### Internal Application Developer / Senior CTA | Managed IT Services (ITSC) (2024-Present)

Provide technical consulting, automation, and infrastructure support for enterprise clients, specializing in backend system optimization and security enhancements.

##### Key Responsibilities:

- Develop and deploy automation scripts to streamline IT workflows and reduce manual processes.
- Engineer internal apps for client access, credential storage, and dynamic support tools using C#.
- Implement system hardening, encrypted storage, and secure network practices to ensure infrastructure resilience.
- Continuously improve operations and reduce response times through custom tooling and process optimization.

### Education

Associate's in Biology | North East Texas Community College (2010)

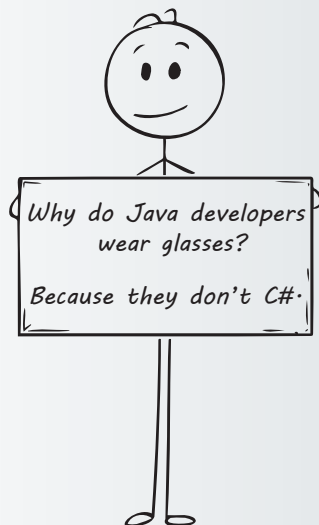
Bachelor's in Computer | Science Stephen F. Austin State University (2013)

### Hobbies and Interests

Electronics - Baking - Pet Training - Game Dev - Painting - 3D Modeling  
Tufting - AI Advancement - Hiking - 3D Printing - Self Hosting - Github Stars

### Misc

I'm dedicated, hard-working, and happiest building things that matter, but I also believe a little humor makes every team stronger. Here's a joke to brighten your day:



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#### Git

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### Skills

Linux XAML

Windows HTML

Networking CSS

Java ASP.Net

Python C#

.Net Razor

C# Blazor

SQL REST