

QuantumEVM

Quantum Safe migration target for \$700B TVL

About Us

Hardcore developer and consulting team doing incubations, VC consulting, R&D in Web3 since 2016

Problem

While quantum computers have been widely acknowledged for 25+ years as the end of cryptography, the hardware advances were making steady but slow progress. The advances in Quantum Algorithms far outpaced expectations in June 2023, allowing 1152 qubit machines from Oct 2023 to break BTC and ETH in 10 min on average. Our only window of safety is the time delay for competitors to implement hardware gates on a fiber optic network.

Complication

All blockchains need Post Quantum Safe public and private keys. While hashes can be changed with a fork, changing public-private keys means the balance of the entire network becomes 0.

Solution

NIST standards have been implemented on a quantum safe blockchain, and we are adding EVM as a smart contract language. We offer mitigation and migration strategies for EVM.



Quantum Reality, LLC

➔ Layer 1 Blockchain

- Post Quantum Public, Private, Sign for wallets
- Vulnerable to Quantum attack with 2023 era hardware unless NIST PQ
- GPU Safe 256 bit address
- Sharding w/o Pollution
- Data Storage, Replication
- Testnet in Aug 2024
- Mainnet when Ready
- Built on PQ Layer 0 PoS

➔ Business Model

- Infrastructure as a Service
- Migration target for 200+ EVM chains
- Coin for Token Swap with early partners
- Consulting services
- Partnerships with Quantum Hardware and Algorithm teams

➔ Ethereum VM

- Solidity Smart Contracts
- NIST PQ Safe
- 15 sec Blocks
- Redeploy same Contract
- GPU accelerated VM
- Web3.js + Browser Wallet Q3
- Mobile Wallet Q4

➔ Financials

- Friends and Family seed round \$1 mil USD
- Seed Round July
- Target Value at Launch \$50 million USD
- Aiming for Binance listing in Q1 2025
- Discount Rate only on Mainnet
- DEX on ETH in August

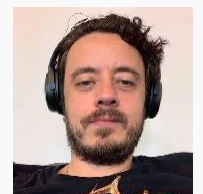
Our Core Team



Ian Smith
CEO/CTO
Dev in 25+ Lang
Tech since 1997
Web3 since 2016



Eugene Kuleshov
Team lead 2018
Web3 dev 2019
Python C/C++ Rust JS



John Lilic
Consensus 2014
Polygon 2021
Telos Director 2024