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Versus Systems' Chief Technology Officer and Director of Engineering to Lead Mnesia Workshop at ElixirConf 2020

Versus Systems engineering leaders share their expertise on utilizing highly scalable and reliable technology stack for its rewards platform to worldwide audience of developers.

Los Angeles, California--(Newsfile Corp. - September 1, 2020) - Versus Systems, Inc. (CSE: VS) (OTCQB: VRSSF) (FSE: BMVA) ("Versus") to have Chief Technology Officer, Alex Peachey, and Director of Engineering, Chris Hildebrand, lead "Mnesia: Concept to Reality", an Elixir workshop showcasing real-world solutions that leverage Elixir/Erlang OTP middleware tools at ElixirConf 2020 on September 1-2, 2020.

"Mnesia is a database tool in the OTP that gets little coverage," said Chris Hildebrand. "There was a knowledge gap in the Elixir community that we overcame through trial and error. We're thrilled to return to ElixirConf as educators this year to share what we've learned and our insights with the attendees and the broader Elixir community."

Workshop attendees will learn from market-tested solutions that optimize Mnesia's data management system, which can also be applied to a variety of ecosystems and adapted for growing teams with limited manpower.

The Elixir programming language that powers Versus' rewards platform is the next generation of scalable, reliable, available technology that was first designed to promote carrier grade services for telecommunications networks - the same type of highly available, scalable systems that allowed WhatsApp to support the traffic of over 400 million global users with fewer than 40 engineers. With this technology, originally developed by Ericsson to run their high-traffic telecom switches, the Versus engineering team can build efficient systems with uptime guarantees rivaling those developed at much greater expense by much larger teams. Hildebrand and Peachey will guide attendees of their workshops on how best to maximize Elixir's middleware tool libraries and will touch on their experience utilizing the language to benefit their growing team.

"Our platform supports a range of ecosystems, from mobile apps to desktop applications," said Alex Peachey. "With Mnesia, we've been able to quickly scale to match our partners' needs from momentary spikes on mobiles games to sustained growth stemming from global expansion of HP's OMEN Rewards platform even as a small team."

The workshop will include discussions and hands-on development and deployment to AWS, de-mystifying the implementation of Mnesia for real-world scenarios.

Tickets to ElixirConf 2020 are available at **https://ti.to/elixirconf/elixirconf-2020**.

About Versus Systems

Versus Systems, Inc. has developed a proprietary in-game prizing and promotions engine that allows game publishers and developers to offer in-game and in-app prizing across mobile, console, PC games, and streaming media. Brands pay to place products in-game and gamers compete for those prizes. For more information, please visit **www.versussystems.com** or visit the official Versus Systems**YouTube channel**.

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