


Nicolás Siplis

SOFTWARE ENGINEER

Generalist software engineer with a passion for back-end development. Having 9 years of professional experience, I've worked on diverse projects: from traditional web applications to automated network device testing, video streaming protocols and smart contracts for several blockchains. My priority is to always deliver excellent results in a timely manner, with an enthusiasm for learning and researching new technologies.

CONTACT

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PUBLIC CONTRIBUTIONS

Ironboy

GameBoy emulator running on the browser via WASM

Cyberpwned

OCR solver for Cyberpunk 2077's Breach Protocol minigame

Gambeth

Prediction market platform running on the Ethereum blockchain

TECH STACK

Java
JavaScript
Go
Kotlin
Hibernate
React
AWS
Python
Dart
SQL
React
Spring
SQL
TypeScript
Rust
Flutter
Kafka
MQTT
Redis
Docker
Azure

LANGUAGES

English Native
Spanish Native

WORK EXPERIENCES

2023 - Present

Remote

BACKEND GAME ENGINEER – Flush

Currently working as the main developer for the games component of a Casino as a Service platform. With Rust as the main language for almost the entire stack, I've gained significant experience contributing to a sizable monolithic project, along with learning more about cross-language communication via FFI and provable verification technologies.

2024 - 2025

Remote

BLOCKCHAIN ENGINEER – Rather Labs

Contributed and created several projects involving multiple different blockchain ecosystems. Execution and space optimizations are key aspects that had to be considered during development to minimize transaction costs. Because of the variety of blockchains and clients, I've learned how to quickly adapt to new development ecosystems and paradigms in the crypto landscape.

2021 - 2023

Stockholm, Sweden

NETWORK PROTOCOL ENGINEER – Hive Streaming

Developed a peer-to-peer video distribution platform leveraging a BitTorrent-like algorithm to stream video over/to multiple devices in an office environment, resulting in a sizable bandwidth usage reduction. While working on the project, I gained considerable experience regarding debugging and networking. Additionally, strict restrictions on memory and CPU usage meant that optimization had to be kept in mind all throughout the development.

2021

Stockholm, Sweden

BACKEND ENGINEER – Klarna

Worked on several micro-services which store, ingest and enrich all sorts of data received from different parts of the company's banking infrastructure. Learned not only how to develop and improve highly scalable projects, but also how to handle sensitive customer information which needs to comply with strict privacy regulations.

2020 - 2021

Remote

NETWORK TESTING ENGINEER – DataArt

Worked on a telecommunications project with an emphasis on automation, performance and safety. Gained significant experience in navigating and contributing to old code bases, while paying careful attention to always maintain backwards compatibility.

2018 - 2019

La Plata, Argentina

BACKEND DEVELOPER – Despegar

Implemented and iterated over several micro-services designed to aggregate and return information for customer trips with additional data useful to travel agencies.

2016 - 2018

La Plata, Argentina

FULL-STACK DEVELOPER – Ensolvers

Contributed to the foundation of a marketing platform which serves and tracks aggregate data for thousands of customers and millions of email daily.