Nicolás
Siplis

SOFTWARE ENGINEER

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

CONTACT

 https://github.com/Chiplis

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

LANGUAGES

English	Fluent
Portuguese	Intermediate
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.