

# Angelo Fallaria

@ ba.fallaria@gmail.com     angelo.fallaria.com     angelofallars     angelofallaria     Philippines

Software engineer with 2 years of experience building web apps, and open-source maintainer.

## Skills

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**Languages:** Python, Go, Rust, C#, Bash, JavaScript/TypeScript, HTML/CSS

**Web libraries/frameworks:** FastAPI, Tailwind CSS, Echo, Chi, Templ, HTMX


**Cloud/Infra:** GCP, Firestore, SQL, Docker, Linux, GitHub Actions

**Tools:** Git (Conventional Commits), GitHub, Vim/Neovim

## Professional Experience

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**Software Engineer** @ SofSafe

 May 2022 — Jul 2024

 (Remote) New Mexico, USA

- Migrated a 20K+ LoC legacy Python 2 Flask application on GCP to **Python 3** with **FastAPI**, improving maintainability and increasing performance by more than 30%.
- Built an invoice creation web app with **Go** that calculates hourly pricing using Trello board data with 100% accuracy.
- Created the architecture for a system for usage-based Stripe billing, recuperating 100% of cloud/SAAS expenses.
- Helped design and implement the schema for 25+ GCP Python endpoints and 90+ Cloud Firestore collections.
- **Technologies:** GCP, Python, FastAPI, Go, TypeScript, Vue, Tailwind, Cloud Firestore, Twilio, SendGrid

## Open-Source Projects

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**Maintainer** @ Einstein Engines

 Jul 2024 — Present     [GitHub](#) [ ★ 85 stars ]

**Einstein Engines** is a fork of the multiplayer game **Space Station 14**, where up to 100+ players work in a space station in a shift lasting 1-2 hours with extensive mechanics including fully-simulated atmospherics, a comprehensive medical system, and fully destructible and repairable environments.

- Developed new gameplay content and mechanics, namely a unique *playable species* with in-depth mechanics, new *combat mechanics*, 250+ cosmetic customization items, and balance changes.
- Utilized **C#** and **YAML** in a custom ECS-based game engine to build content reaching more than 3,000+ unique players over time across numerous game servers, creating 70+ merged pull requests on a 500K+ LoC codebase.
- Served as a maintainer in a team of 8+ other maintainers and 120+ contributors, reviewing contributors' code to maintain coding standards.

**htmx-go** — Own project

 Nov 2023     [GitHub](#) [ ★ 794 stars ]

A type-safe **Go** library that handles [HTMX](#)-adjacent backend code, streamlining usage of the HTMX frontend library.

- Wrote thorough documentation, with doc comments on 100% (65+) of exported symbols to improve developer experience.
- Library is used in the [Gowebly](#) CLI tool (★ 1.2K stars) as a default library for generated web app projects.
- Project was featured in the newsletter **Golang Weekly** with 36,000+ subscribers on [Issue #486](#).

**litok** — Waycrate

 Dec 2023     [SourceHut](#)

- Built an interpreted programming language implemented in **Rust**, inspired by Lua, Python, and JavaScript.
- Created 36 table-driven unit tests with 150+ total test cases for the lexer, parser, and evaluator.
- Wrote the EBNF (extended Backus–Naur form) grammar description of the language.

**swhkd** — Waycrate

 Jan 2022     [GitHub](#) [ ★ 785 stars ]

**swhkd** (Simple Wayland Hotkey Daemon) is a hotkey daemon for Linux that works on both Wayland and X11.

- Created swhkd's configuration language parser in **Rust** using test-driven development with 20+ unit tests.
- Patched security vulnerability [CVE-2022-27814](#) (PR [#122](#)), preventing arbitrary file-existence tests.