

DAN CASTRILLO

Software Engineer

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Profile

Experienced Software Engineer with 10 years building production systems across the full stack. Polyglot engineer comfortable working in JavaScript/TypeScript ecosystems (Node, Bun, React, Vue), Python, and systems languages like C and Odin. Track record of improving performance, mentoring engineers, and shipping features that move business metrics. Equally comfortable optimizing backend data flows, debugging complex frontend state issues, or implementing computer vision pipelines. Looking to tackle challenging problems that require both technical depth and pragmatic engineering judgment.

Work History

Senior Software Engineer

October 2023 - Current

Upwork, Caracas/Venezuela

- Architected and shipped the Featured Jobs ads unit from concept to production, coordinating cross-functional teams across frontend, backend, and analytics. Resolved critical attribution issues in the analytics pipeline that were blocking accurate revenue reporting.
- Debugged and optimized a struggling Vue.js conversion funnel, identifying performance bottlenecks and UX friction points that doubled conversion rates from 2.4% to 4%.
- Drove the team's test coverage initiative from 40% to 90%, introducing Cypress E2E tests and establishing patterns that caught regressions before they hit production. Project directly contributed to meeting quarterly reliability KPIs.
- Migrated critical data-fetching logic from legacy PHP monolith to GraphQL, eliminating N+1 queries and reducing average response times by 20%. Refactoring unblocked mobile team's ability to iterate on features.
- Implemented security hardening for user-facing authentication flows, including rate-limited brute-force protections that reduced unauthorized access attempts by 80%.
- Mentored two junior engineers through their first major features, including code reviews focused on performance patterns, error handling, and GraphQL best practices.
- Joined Tiger team's experimental initiative integrating AI-assisted development workflows into frontend engineering processes. Established patterns for rapidly translating design prototypes into production-ready components, significantly improving iteration velocity and fundamentally changing how the team ships new features from concept to deployment.
- Onboarded analytics engineers to the codebase's Snowflake integration, documenting data flow architecture and establishing patterns for measuring feature impact in production.

Lead Software Engineer

January 2023 - December 2023

Tecnologia Urbana, Caracas/Venezuela

- Established agile engineering practices for a team transitioning from ad-hoc development, introducing sprint planning, code review standards, and incident postmortems. Reduced production bugs by 30% and improved velocity by eliminating context-switching overhead.
- Owned UI/UX technical decisions for the entire platform, working directly with designers to build a component library that balanced visual polish with render performance. System handled real-time video streams without frame drops.

- Led a team of three engineers building a traffic monitoring application from the ground up. Coordinated architecture decisions, reviewed all production code, and maintained on-call rotation for customer-facing incidents.
- Built computer vision pipeline for processing traffic violation footage in real-time. Implemented object detection and tracking algorithms using OpenCV, optimizing frame processing to handle 1080p streams at 30fps on commodity hardware.
- Developed backend services in Go to handle video ingestion and processing workflows. Leveraged goroutines and channels for concurrent frame processing, achieving 3x throughput improvement over the initial Python prototype while maintaining memory efficiency under sustained load.
- Designed database schema and caching strategy for high-throughput video metadata, ensuring sub-100ms query times even under peak load during traffic rush hours.

Senior Software Engineer

June 2021 - January 2023

Lantum, London/United Kingdom

- Overhauled QA processes by establishing comprehensive documentation for critical user flows, reducing end-to-end test execution time by 15% and cutting production incidents by 20%. Documentation became the foundation for onboarding new engineers.
- Rebuilt the billing system's backend logic from scratch after inheriting a brittle implementation with complex edge cases. New system handled partial payments, refunds, and proration correctly, cutting support tickets in half and eliminating a major source of customer frustration.
- Shipped multiple calendar features across web (React) and mobile (React Native), including drag-and-drop shift scheduling, availability management, and conflict detection. Features required careful state management with Redux to keep UI responsive under heavy interaction.
- Collaborated with backend team to design GraphQL schema extensions for calendar data, ensuring efficient querying and real-time updates via subscriptions.
- Debugged and fixed critical timezone handling bugs that affected international users, implementing comprehensive test coverage for edge cases across different locales.

Software Engineer

March 2020 - June 2021

Gamesys (Bally's), London/United Kingdom

- Contributed to high-traffic gaming platform serving millions of concurrent users, focusing on frontend performance and real-time state synchronization.
- Implemented A/B testing framework for game features, enabling data-driven iteration on user engagement and retention metrics.
- Worked within heavily regulated environment, ensuring all features met compliance requirements for responsible gaming and data protection.
- Collaborated with game designers to translate complex interaction designs into performant React components, maintaining 60fps animations under load.

Full Stack Software Developer

August 2019 - March 2020

Jobsity, Remote

- Delivered features across multiple client projects using Ruby on Rails and React, adapting quickly to different tech stacks and business domains. Projects ranged from e-commerce platforms to internal tooling.
- Built REST APIs and database schemas for greenfield applications, making architectural decisions that balanced immediate delivery with future maintainability.
- Participated in client calls to gather requirements and provide technical feasibility feedback, bridging communication between business stakeholders and engineering teams.

Junior Full Stack Software Developer

November 2017 - August 2019

Admios, Remote

- Developed full-stack features for client projects using Node and React, gaining experience across the entire web application stack.
- Implemented user authentication flows, payment integrations, and admin dashboards, learning to balance security, usability, and business requirements.
- Collaborated with senior engineers through code reviews, absorbing best practices for code organization, testing, and deployment workflows.

Junior Full Stack Software Developer

December 2015 - November 2016

DBAccess, Caracas/Venezuela

- Started professional career building internal business applications, learning fundamental web development patterns and database design.
- Implemented CRUD interfaces and reporting dashboards, gaining hands-on experience with the full development lifecycle from requirements to deployment.
- Worked directly with end users to gather feedback and iterate on features, developing strong communication and problem-solving skills.

Education

Fullstack Development

2014 - 2015

Academia Hack

Languages

JavaScript • Typescript • Python • Go • C • Odin • Ruby

IT Skills

JavaScript • HTML • CSS • Node • Typescript • Python • Go • Rust • Odin • C • Bash • Lua • SQL
• React • Express • Vue • Redux • Next 13 • Nuxt 3 • Shadcn UI • Django • Ruby on Rails • Raylib •
OpenCV • Cypress • GraphQL