

Gonzalo Nardini

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Skills

Typescript, React, Express.js, Node.js, React Native, Next.js, PostgreSQL, Solidity

Experience

CTO and Co-Founder, Pathways – Learning Management System (LMS) August 2023 – July 2025

- Built the product using Typescript, React/Next.js in the frontend and Express.js/PostgreSQL in the backend.

Founder, Celo Tracker – Web3 Portfolio Manager May 2022 – July 2023

- Integrated with dozens of third-party decentralized protocols running on different blockchains by writing Solidity contracts and handling a large amount of information to track user's portfolios across different blockchains.
- Raised grant money from different Foundations and Dapps.

Staff Software Engineer, Valora – Web3 Wallet July 2020 – May 2022

- Lead the team that built a decentralized wallet to interact with the Celo blockchain, leading both backend and frontend efforts.
- Reached over a million users.

Lead Engineer & Partner, Fidus – Loyalty program platform for businesses February 2019 – July 2020

- Built the entire product from the ground up, including an Android tablet app, a Ruby on Rails based backend, a React Native app and a React app.
- Built and led a team of 5 engineers that reached over a million users.

Adjunct Professor, ITBA March 2019 – July 2021

- In charge of the laboratory classes in the Data Structures and Algorithms course; leading discussions and in-class activities.

Software Engineer, Medallia – Customer Experience Platform (SaaS) March 2018 – February 2019

- Worked on a monolithic backend using Java.
- Participated in a modernization effort of the stack using microservices, Cassandra, Kafka.
- Reached millions of users.

Software Engineering Intern, Google – Waterloo, Canada January 2017 – March 2017

- I was part of the Chrome for Android team building support for Progressive Web Apps.
- I worked on the Chrome app, using Java and the Android SDK and on the backend, using Go language.

Software Engineering Intern, Google – California, United States January 2016 – April 2016

- I had a successful internship working on YouTube's Virtual Reality app.
- Used Android SDK, C++ (using JNI via NDK) and some Python for backend code.

Software Engineer, Wolox February 2015 – December 2016

- Started out as Junior and grew to a leadership role in the Android department, mentoring other developers.

Projects

Kamara – AI-powered Code Editor kamaraapp.com

- Uses Open AI or Anthropic models to write code using AI.
- Optimizes space in the context window to get the most accurate results.

Competitions

Global programming competition (IEEEExtreme) October 2017

Ranked 15th out of 1923 teams.

ACM International Collegiate Programming Competition (ICPC) South America/South Finals November 2017

Ranked 8th out of 157 teams.

Education

Instituto Tecnológico de Buenos Aires (ITBA) – Degree in **Software Engineering**

2017