Gonzalo Melo

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Summary

I am a software engineer with +10yrs of experience in software development and product management.

Recently, I worked on blockchain solutions at Web3Pro and The Sandbox Game, focusing on scalable NFT marketplaces. Participating solo, I received the overall Top Prize in the Decentralized Intelligence S2 hackathon and ranked in the Top 20 out of more than 1200 projects in the Onchain Summer QV.

Previously, I co-owned KONA (acq. by Technisys), where I helped grow an AI startup focused on conversational agents for the banking industry from zero to exit.

I have a strong technical foundation in TypeScript and Node.js, with broad experience across various programming languages and frameworks, and have been part of several tech startups.

Experience

`Blockchain & Web3`

Full Stack Engineer @ Target Onchain

June 2024 - Present (3 months)

- Built from scratch to recommend Shopify & Slice products using users' onchain data on Farcaster.
- Achieved 40+ Slice stores posted through the Warpcast Composer Action.
- Optimized product recommendations to respond in under 5 seconds for over 600k Farcaster users, handling large datasets of onchain data (500k+ EAS attestations).
- Integrated with Base, Ethereum Attestation Service, The Graph, and OnchainKit.
- Used TypeScript, Node.js, Prisma (MySQL), GraphQL, scikit-learn, Next.js and Vercel. See GitHub.

Software Engineer @ Web3Pro

Nov 2023 - April 2024 (6 months)

- Maintained the SaaS NFT Marketplace for Ducati and Lamborghini, integrating Polygon and XRPL.
- Developed several E2E features for a marketing solution focused on NFT rewards.
- Worked with JavaScript, Nest.js, Ethers.js, Prisma (MySQL), React, and Kubernetes on AWS.

Technical Product Manager @ The Sandbox

Oct 2022 - Sep 2023 (1 year)

- Led the development of the NFT Marketplace, prioritizing user-focused features, and collaborated closely with teams to deliver a product that meets game needs.
- Guided a team of 8 people (devs, QA, UX designer).
- Focused on deploying to Polygon (9k unique NFTs) and opening the metaverse for any user (5M accounts) to easily mint assets with the new CATALYSTs system.
- Utilized JavaScript, Node.js, Redis, PostgreSQL, gRPC, and React.

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Fintech & AI
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Product Owner @ [Technisys](#) (acq. by Galileo) *Mar 2021 - Feb 2022 (1 year)*

- Led the microservices component of [Cyberbank](#), overseeing the product lifecycle and 10 devs.
- Architected core microservices for Authentication, Authorization, Transaction and Event Handling.
- Addressed key technical areas including Data Management, Scalability, Fault Tolerance, Deployment, Continuous Delivery, and Testing.

Engineering @ [KONA](#) (acq. by Technisys)

Mar 2015 - Mar 2021 (6 years)

- Grew the AI startup focused on bank conversational agents using [KONECTA](#), from zero to exit.
- Became a Technical Business Partner after joining at the earliest stage after the co-founders.
- Led the development of web and mobile platforms for major clients like Scotiabank Canada ([Chatbot](#), [Used Cars](#), [Scotia Home Show](#)) and Banco Santander Uruguay ([First BFSI Chatbot in Uruguay](#), RPAs, [Loan Simulator](#)), driving key projects from conception to delivery.
- Progressed from Full Stack Engineer to Engineering Manager, managing cross-functional teams in the BFSI sector, with a strong focus on backend architecture and cloud deployment.
- Engineered backend APIs using TypeScript, Node.js, and MongoDB, integrating Python-based ML solutions and front-end React tasks.
- Designed cloud deployment strategies using Docker, Kubernetes, AWS and Cloudflare.

Full Stack Engineer @ [Linguoo](#) *Mar 2015 - Aug 2017 (2 years 5 months)*

- Developed the [Android](#) app from scratch (10k+ downloads).
- Crafted Node.js REST APIs for podcast information and streaming.
- Participated in accelerator programs: [Next Step Challenge](#) (Denmark), [HubRaum](#) (Poland), and [Laboratory for Entrepreneurship and Transformation](#) (Mexico).

Projects

- **[Bump your DevCon 7 Bid](#)** (June 2024): Implemented a [Farcaster frame](#) allowing users to bump their bids, ensuring a dynamic and interactive bidding process. See usage on [Dune Analytics](#).
- **[Farcaster Onchain Verification](#)** (April 2024 - May 2024): Developed a [Farcaster frame](#) for users to attest to their accounts, improving their [Gitcoin Passport](#) humanity scores. Contributed to Gitcoin Passport [open source](#) project by adding the Farcaster stamp. See usage on [Dune Analytics](#).

Skills

- **Languages:** TypeScript, JavaScript (Frequent); Python, Solidity, Rust (Occasional)
- **Frameworks & Libraries:** Node.js, Nest.js, Prisma, gRPC (Frequent); React, Next.js (Occasional)
- **Blockchain & Web3:** Ethereum, L2s (Polygon, Base), XRPL, Ethe rs.js, SCs, NFTs, The Graph
- **Storage:** MySQL, MongoDB, GraphQL, Redis
- **Cloud & DevOps:** AWS, Docker, Kubernetes, Vercel, Cloudflare
- **ML & AI:** scikit-learn, LLMs (Ollama) (Occasional)
- **Software Development:** Microservices, REST APIs, Architecture
- **Product Management:** Agile, Scrum, Project Management, Product Lifecycle Management

Academy

Specialist in Technology Management @ [Universidad de la República](#) *Aug 2019 - Jun 2021*

BS in Computer Science @ [Universidad de la República](#) *2008 - 2019*