MAXIMIMILIANO VERGARA PRIANI
SOFTWARE ENGINEER

📍 **CABA, Buenos Aires, Argentina**

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TECH SKILLS

- **Languages:**
  - **Rust, Go, Java, C/C++**
- **DB & Obs:**
  - **PostgreSQL, MySQL, Datadog**
- **Infra & CI/CD:**
  - **Docker, CI/CD (GHA), Cloudflare, Nginx**

LANGUAGES

- **English (B2)**
- **Spanish (Native)**

ABOUT ME

- I am a Software Engineer with over 2 years of experience designing and building highly concurrent, memory-safe, and reliable server-side services, Web3 infrastructure, and distributed systems in Rust, Go, and Java.
- I thrive in collaborative environments, combining a pragmatic approach to problem-solving with strong ownership of complex technical tasks.

EXPERIENCIE

- **Rust Engineer — Fermah**
  (dic.2025 – present)
  - Working on a Rust-based blockchain oracle system, contributing to off-chain workflow execution, sandboxed container environments (OCI/gVisor), and integrations with EVM smart contracts.
  - Tech Stack: Rust (Tokio, Axum), WebAssembly (WASM), PostgreSQL, Docker/OCI, gVisor

- **Software Developer — Shuhariko**
  (mar.2025 – aug.2025)
  - Built and deployed a backend system and REST APIs in Go (Gin), using concurrency for asynchronous processing. I designed a secure, containerized infrastructure (Docker, MySQL) hosted on a VPS, with a dual-layer routing system: Cloudflare tunnels at the edge to mask the host's public IP, and Nginx as an internal API gateway to route traffic across microservices.
  - Tech Stack: Go (Gin), MySQL, Docker, Nginx, Cloudflare, Vultr.

- **Trainee & Junior Developer — Slide**
  (jan.2023 – oct.2023)
  - Maintained and refactored Java (Spring Boot) backend services. After identifying a security vulnerability in MySQL 5.7.23, I contributed to migrating the main database to version 8.0.35. The process involved updating schemas, optimizing queries, and validating data integrity to secure the overall system.
  - Tech Stack: Java (Spring Boot), MySQL

EDUCATION

- **B.S. in Systems Engineering**
  National Technological University (UTN) — Argentina
  (2024 – present)

PROJECTS

- **[Peernet](#)** is a modular peer-to-peer node built on rust-libp2p, featuring peer discovery via mDNS, replicated key–value storage over a Kademlia DHT, and message broadcasting through Gossipsub pub/sub, with an async actor-based networking layer and end-to-end tests running real nodes.

- **[Volcano](#)** is an external ESP for CS2 using the WinAPI for process memory reads and runtime-fetched dynamic offsets, featuring an ImGui overlay and API-based authentication with a Go backend.

- **[rs-market](#)** is a rust-based giftcard marketplace, currently in progress.