Stefano Ceschi Berrini

Engineering Manager | Senior Product Engineer

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Engineering Manager & Senior Product Engineer | Building high-impact software products and empowering teams

20+ years of experience in AI, Web, Blockchain, Cybersecurity, Distributed Systems, and Performance. Passionate about product delivery, scaling teams, and building resilient, user-centered systems. CS Degree @ University of Padua. 15 years of remote leadership experience.

Experience

Aug 2024– Kolz.chat, Worldwide (Remote, part-time),

 ${\bf Present} \ \ {\it Fractional} \ {\it CTO} \ / \ {\it Product} \ {\it Engineer}.$

- Developed scheduling system for AI-generated social posts (LinkedIn, Twitter/X)
- Defined product roadmap and requirements for AI and blockchain tools (NDA)
- Built MVPs and iterated features based on user feedback
- Integrated Discord/Telegram bots and HubSpot API to optimize workflows
- Developed Next.js applications and implemented Web3 payment solutions

Jan 2023– Infinitas Learning, Sweden/Netherlands/Belgium (Remote),

Present Engineering Manager / Product Engineering Lead.

- Oversaw multiple teams to deliver Europe's leading primary education platform
- Defined product requirements with PMs and UX, aligning engineering to strategic goals
- Drove feature delivery, improving usability and engagement metrics
- o Conducted 1:1s and coaching sessions, promoting 3 engineers to Senior and 1 to Mid-level
- $\hbox{$\circ$ Designed PostgreSQL architecture with Drizzle ORM in Node.js/TypeScript, improving performance and maintainability }$

Dec 2020- Infinitas Learning, Remote,

Dec 2022 Sr. Software Engineer / Team Lead.

- Led 3 teams (20 people), delivering secondary education platform and internal tools
- Worked on microservices (Azure DevOps, Terraform, Kubernetes), TypeScript, React, MongoDB, MySQL
- Improved microservices architecture, reducing deployment friction and increasing team velocity
- o Conducted knowledge-sharing sessions on React, CQRS, and cybersecurity

Jan 2017– **Tes Global**, London, UK (Remote),

Dec 2020 Sr. Software Engineer / Team Lead.

- Led a team of 6 to rebuild complex job adverts platform using CQRS and AWS microservices
- Improved web performance, reducing public page load times by 60%
- Contributed to open-source projects: https://github.com/tes/compoxure
- Collaborated with product managers to prioritize features and optimize workflows

Mar 2012– Timerepublik SA, Lugano, Switzerland / Padua, Italy,

Jan 2017 Sr. Software Engineer.

- o Built proprietary React/Flux implementation and server-side rendering in Rails
- Developed fast geolocation search engine (Sphinx, Google Maps, Ruby, React) with 70% faster page load
- Worked closely with stakeholders to design product features

Mar 2016 – Sherlock Homes, Berlin, Germany (Remote),

May 2017 Co-Founder / Sr. Software Engineer.

- Developed frontend (React, Redux, Redux-Saga, Webpack) and backend APIs (Ruby on Rails)
- Built product to aggregate apartment listings and onboard landlords
- Defined product roadmap and feature prioritization

Dec 2014- Software Engineer, IFAD, Rome, Italy.

Jan 2015 • Built open-source Rails app for tooltips, banners, tutorials (Hermes)

• Developed modular JS app dynamically embeddable on websites

Feb 2011– Software Engineer, Fitmo B.V., Amsterdam, Netherlands.

Mar 2012 \circ Improved front-end codebase (HAML/SASS/Compass) and reduced load time by 50% with caching system

Jan 2008– Web Developer / Researcher, Zucchetti SPA, Padua, Italy.

Feb 2011 • Built lightweight cross-browser CMS (Java, JSP, JS, AJAX, HTML)

• Developed $\mathcal{O}(log(n))$ algorithm to transform absolute elements into inline floating elements

Jan 2004 – Web Developer / SEO Specialist, Self-employed, Padua, Italy.

Feb 2011 • Built own framework (PHP, Zend, MySQL, JS) to generate/customize client websites (http://stecb.github.io)

Education

Sep 2004– BSc Computer Science, University of Padua, Padua, Italy.

Jul 2007 Software Engineering, Algorithms, AI, Web Development, OOP, Distributed Programming, Computer Architecture, Security

Computer & Product Skills

- Languages/Frameworks: TypeScript, JavaScript, Rust, Solidity, Ruby, Java, C++, React, Node.js, Next.js, Redux.
- Databases: PostgreSQL, MongoDB, MySQL.
- o Cloud/DevOps: AWS, Azure, Docker, Kubernetes.
- Product: Roadmap Planning, Feature Prioritization, UX Collaboration, Metrics and Analytics, Microservices, CI/CD, Performance Optimization.

Languages

Italian (native), English (fluent), Spanish (intermediate), French (basic), Dutch (basic)

Additional

- Open Source: http://github.com/stecb, http://mootools.net/forge/profile/ stecb
- StackOverflow: http://stackoverflow.com/users/528262/stecb

Talks

- The world of Microservices in Node.js [Italian], Uqido Talks, Jul 2018, Padua
- o ES6 Level up your JavaScript Skills, PIP, Nov 2016, Padua
- o React: Rethinking UI development, React Day Keynote, Oct 2015, Verona
- From JavaScript to CoffeeScript [Italian], PIP, Jun 2012, Padua
- Templating with Mustache.js, Fronteers Jam Session, Oct 2011, Amsterdam
- o MooTools: get more \$\$ out of your JS, PIP, Jun 2011, Padua