Nahuel Santos

Software Engineer

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 nahuelsantos

About Me ———

An experienced and pragmatic software engineering leader, I specialize in designing, building, and scaling complex, customer-centric software systems. My approach leverages strong architectural skills (including React, Python, and JavaScript/TypeScript), emphasizing clean code, SOLID principles, and DevOps/SRE techniques, to deliver robust, maintainable, and innovative solutions. I am a dedicated team leader and mentor, committed to empowering engineers and fostering a collaborative, learning-focused culture to drive significant improvements. Adept at translating ambiguous business needs into concrete technical strategies, I have a proven ability to lead technical initiatives across the full development lifecycle, taking ownership from concept through production, including tackling large-scale integration and modernization challenges.

Hard Skills ———

> Back-end ● ● ● ● ○

C#, Go, Python

 SQL, NoSQL

git git

☁ Cloud Architecture ● ● ● ● ○

a Amazon Web Services

 Azure DevOps

> Kubernetes

</> Front-end ● ● ● ● ○

 HTML5

 CSS3, Sass, Less

JS React, React Native

Soft Skills ———

 Communication ● ● ● ● ○

 Team Leadership ● ● ● ● ○

 Mentoring ● ● ● ● ○

Working Experience

Oct 2023 - Present

Senior Software Engineer Aily Labs, Barcelona
- Leading backend development for a multi-tenant AI analytics platform using .NET Core, designing and implementing scalable microservices and core features consumed via a Backend-for-Frontend (BFF) architecture.
- Architect solutions with a Backend for Frontend (BFF) pattern, consuming REST APIs and exposing data via GraphQL.
- Proactively identifying and addressing performance bottlenecks and architectural limitations in existing services, managing the modernization of legacy components.
- Mentor junior developers and lead onboarding processes for new team members, fostering a supportive and knowledge-sharing environment.
- Driving improvements in system observability using Datadog and Sentry within AWS. - Provide technical support and implement new functionalities across multiple teams and for other senior engineers.

Main technologies: .NET Core, GraphQL, React, React Native

Oct 2022 - 2023

Senior Software Engineer Milestone Systems, Barcelona
- Led the integration of a core VMS product with 3rd party analytics tools, architecting and developing microservices using Go, .NET Core, Python, gRPC, REST, and Kafka within a Kubernetes environment.
- Designed solutions enabling third-party developers to build custom analytics, trigger events, and define rules within the main VMS.
- Mentored two junior developers, guiding their technical growth and problem-solving skills.
- Actively contributed to company culture as part of the events committee, organizing team-building activities.

Main technologies: .NET Core, Go, Kubernetes, Azure DevOps

Apr 2021 - Apr 2022

Senior Software Engineer Xero, Auckland
- Developed and maintained microservices in .NET Core and Go for the Xero Shopify integration, enabling reconciliation of sales, invoices, and inventory data.
- Engineered solutions using AWS services (S3, Lambda, DynamoDB), Terraform for infrastructure as code, and Docker for containerization.
- Collaborated effectively with multiple Xero teams to ensure seamless product integration and functionality.

Main technologies: .NET Core, Go, React, Amazon Web Services, Terraform

Mar 2020 - Mar 2021

Solutions architect Sandfield, Auckland
- Modernized product's infrastructure and automate delivery pipelines with Azure DevOps.
- Imporved APIs resiliency and availability to meet scalability demands.
- CI/CD with Azure DevOps.
- Deeply involved on the intern mentoring program.
- Grew and mentored the product team.

Main technologies: .NET Core, React, SQL Server, Azure DevOps

Mar 2015 - Mar 2020

Solutions developer Sandfield, Auckland
- Direct contact with internal and external stakeholders. Defined customer requirements and delivered design documents.
- Refactoring of a monolithic application to a micro-services architecture.
- Reduction of response time and server load by implementing Redis Cache and Rate limiting.

Main technologies: .NET Framework, SQL Server

Education

2012 - 2014	**MSc. Software Engineering** Focusing on the research of game development patterns.	Universidad Nacional de La Plata, Argentina
2005 - 2011	**BEng. System Information Engineering** UTN-DAAD Program Scholarship winner.	UTN, Argentina

Certifications

2017 - 2018	**Deep Learning Specialization** Foundations of Deep Learning. Convolutional networks and RNNs. Case studies from healthcare, autonomous driving, sign language reading, music generation, and natural language processing.	Coursera by deeplearning.ai
2016	**Self-Driving Car Engineer** Driverless car technologies such as Computer Vision and Deep Learning for detecting lanes, predicting steering angles and perceiving the environment. Sensor Fusion and Localization for Filtering and Path Planning.	Udacity