Buenos Aires, Argentina
mlombardo9@gmail.com

Martín Lombardo
Full Stack Engineer

mlomb.dev
github.com/mlomb
linkedin.com/in/mlomb

SKILLS

Languages	TypeScript, Rust, C++, HTML / CSS, Python, SQL
Technologies	React, Tailwind, webpack, Vite, Next.js, Express.js, Axum
Databases	Postgres, Redis, Prisma ORM, sqlx
Other	Docker, CI/CD, WebGL / OpenGL
Tools	Linux, Git / Github, CMake
Cloud Providers	CloudFlare, AWS, DigitalOcean, Vercel

WORK EXPERIENCE

Fullstack Engineer - TypeScript, React, Node, Postgres   **Jun 2018 — Present**

- Developing web applications, delivering end-to-end solutions using different technologies.
- Building webapps using the PERN stack, TypeScript, and Prisma, with performance-critical tasks implemented in Rust or C++.
- Automating deployments using CI/CD with Docker in AWS or DigitalOcean-like platforms.
- Engineered specialized solutions such as 3D model processing and rendering. Made integrations with local payment processors.

Founder - B2B SaaS   **Mar 2023 — Dec 2024**

Smiling Tools *smilingtools.com*

- Created a SaaS platform to upload and share 3D models of treatment plans for dental aligners, from a freelance into a B2B.
- **Thousands of treatments are created per month**, from small (Even) and **big multinational clients** (KeepSmiling) across LATAM.
- Developed the frontend using TypeScript, React, and a standard UI library. The frontend includes the administration panel, where customers can create cases, edit patient information and upload models.
- Built the viewer using Three.js and custom WebGL shaders (GLSL).
- Implemented the backend with TypeScript, Node.js, and Express, using Prisma ORM for database management.
- Engineered a model pipeline using C++ since model processing is a computationally expensive operation. Models from intraoral scans and dental software come in a variety of formats, some of which I reverse engineered.

Software Engineer - FOSS   **Apr 2021 — Dec 2023**

ChatAnalytics *chatanalytics.app*

- An open-source app to analyze chat messages that has +777 stars and many forks, **used daily to generate hundreds of reports**.
- Developed using TypeScript, React and Styled Components. For privacy reasons data is processed in the browser, so no back.
- Optimized the pipeline to process millions of messages and many GBs of data leveraging JSON streaming, custom serialization, data analysis, and WebWorkers.

Founder   **Mar 2020 — Sep 2021**

*CountAPI (**acquired by APILayer in 2021**)* *countapi.xyz*

- A counting API made with TypeScript, Express and Redis which **processed over 6 billion requests** until its acquisition.
- Optimized to be fast and cheap to operate, to make the service viable and scalable.
- Developed using TypeScript, Express.js, and Redis; leveraging Redis' scripting language (Lua) to maximize performance.

Game Developer - C++   **Sep 2018 — Oct 2021**

ORBz *orbz.io*

- A browser-based massively multiplayer online game where the player control the distance of three orbs around him.
- **It has been played 1.2 million times, and 10 thousand users have registered**! Reached 200 concurrent players at peak.
- Built using C++, powered by my personal game engine and a custom network protocol made on top of WebSockets.
- Developed the frontend using TypeScript and React; the backend using TypeScript, Node.js, Express.js, Postgres and Redis.

Many more projects are available at mlomb.dev.

EDUCATION

MSc + BSc in Computer Science, *University of Buenos Aires*   2019 — 2024

AWARDS

BRONZE MEDAL - National Programming Olympiad (Argentina, OIA)	2018
SILVER MEDAL - Ibero-American Competition of Informatics and Computing (CIIC)	2018
Rank 7 & 18 globally in Halite 2 and 3: AI competitions from TwoSigma	2017 & 2018