

Nahuel Santos

Software Engineer

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PROFESSIONAL SUMMARY

A pragmatic and experienced engineering leader with over 15 years designing, building, and scaling complex software systems. Proven ability to architect robust solutions (.NET, Go, Microservices, AWS), lead technical initiatives across teams, and drive significant improvements in performance, reliability, and developer productivity. Adept at translating ambiguous business needs into concrete technical strategies, mentoring engineers, and fostering collaboration. Excels at tackling large-scale integration challenges, modernizing legacy systems, and taking ownership from concept through production deployment. Seeking a Staff (L6) or Principal (L7) Engineer role to leverage deep technical expertise and leadership to solve impactful problems.

EXPERIENCE

Founder & CTO — Staysy

Barcelona, Spain | Apr 2026 – Present | staysy.co

- Founded Staysy, an app-free digital guidebook for short-term rental hosts: guests open a single link for check-in details, WiFi, house rules, local tips and emergency contacts, with nothing to install.
- Own the product end to end as a solo founder: research, positioning, design, build, launch and iteration, from the first prototype to paying customers.
- Run the commercial side: free and Pro plans, subscription billing, pricing and onboarding, plus the sales and support conversations that decide what gets built next.
- Delivered the platform for hosts managing 10-20+ properties, with per-booking guest access that expires automatically at checkout and support for English, Spanish and French.
- Also own delivery, security and operations: automated tests, staged releases before production, and documented, repeatable deploys on self-hosted infrastructure.

Senior Software Engineer — AilyLabs

Barcelona, Spain | Oct 2023 – Present | ailylabs.com

- 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.
- Architecting solutions and providing technical guidance across multiple teams and senior engineers, ensuring consistency and quality.
- Proactively identifying and addressing performance bottlenecks and architectural limitations in existing services, managing the modernization of legacy components.
- Driving improvements in system observability using Datadog and Sentry within AWS.
- Contributing to frontend development (React/React Native) and managing multi-tenancy aspects via Piranha CMS.

Senior Software Engineer — Milestone Systems

Barcelona, Spain | Oct 2022 – Oct 2023 | milestonesys.com

- Designed and developed microservices (Go, .NET, gRPC, REST) enabling integration between the core VMS product and 3rd party analytics tools, empowering external developers.
- Operated extensively within a Kubernetes environment, defining deployment strategies and optimizing distributed services for high throughput and reliability.
- Mentored two junior developers, guiding their technical growth and contributions.
- Contributed to team building as part of the events committee.

Senior Software Engineer — Xero

Auckland, New Zealand | Apr 2021 – Apr 2022 | xero.com

- Architected and delivered a mission-critical, microservices-based integration layer (using .NET Core, Go, Lambda, DynamoDB, S3) between Xero's accounting platform and Shopify, automating key financial workflows for numerous customers.
- Collaborated closely with multiple Xero teams to ensure seamless end-to-end functionality.
- Managed cloud infrastructure via Terraform, promoting Infrastructure as Code practices.

Solutions Developer / Lead / Architect — Sandfield

Auckland, New Zealand | Mar 2015 – Apr 2022 | sandfield.co.nz

- Led development of a comprehensive transport management platform (.NET Framework/Core, SQL Server, React) serving 100+ enterprise clients across New Zealand and Australia.
- Architected and implemented a multi-tenant SaaS solution handling millions of transactions, ensuring 99.9% uptime and sub-second response times.
- Designed and built RESTful APIs and integration layers connecting with 50+ third-party systems (payment gateways, mapping services, government APIs).
- Led a team of 4 developers on a new transport product initiative, implementing automated CI/CD pipelines and database migration strategies.
- Championed engineering best practices through knowledge transfer sessions on SOLID principles, Clean Architecture, and Microservices patterns.
- Mentored interns as part of the company's official program.

Senior Software Engineer — Fiscalgis

Buenos Aires, Argentina | Aug 2013 – Sep 2014 | fiscalgis.com

- Led development (team of 5) for a GIS application (web/desktop) for government agencies using .NET Framework and Oracle DB, managing large cadastral datasets.
- Successfully designed and implemented an internal time-tracking tool (.NET, EF, SQL Server).

Software Engineer / Lead — Infomeda

Buenos Aires, Argentina | Jun 2010 – Jun 2013 | infomeda.com

- Led a small team (3 developers) focused on integrations for advertising industry clients (.NET Framework, EF, SQL Server).
- Successfully developed and delivered a URL shortening product integrating with the Google+ API.

Junior Software Engineer — Snoop Consulting

La Plata, Argentina | Oct 2009 – Jun 2010 | snoopconsulting.com

- Developed features for a financial industry client using Java, Spring, Hibernate, and DB2, gaining exposure to different technology stacks.

Junior Software Engineer / De Facto Lead — Softtek

La Plata, Argentina | Oct 2008 – Oct 2009 | softtek.com

- Rapidly progressed from learning .NET/C#/ASP.NET Web Forms to taking lead responsibility (team of 3) for integrating with SAP via SOAP web services after the senior lead departed.
- Engaged directly with the client for requirements gathering for a major refrigeration industry client. Became a key technical referent for the team.

TECHNICAL SKILLS

Core Languages: C# (.NET Core/Framework), Go, JavaScript/TypeScript

Frontend: React, React Native, HTML5/CSS3

Backend & Architecture: Microservices, gRPC, REST APIs, Event-Driven Systems, Domain-Driven Design

Cloud & DevOps: AWS, Kubernetes, Docker, Terraform, CI/CD, Azure DevOps

Databases: SQL Server, DynamoDB, Redis

Observability: Datadog, Sentry, LGMT stack, Logging

PROJECTS

Play This Today

A viral web app built on The Game: open the link, lose The Game, then generate a shareable link to pass it on. Includes a rules page, dark/light themes and visitor geolocation, served by a self-hosted Go backend with rate limiting and a hardened security policy.

Go, SQLite, JavaScript, HTML5, CSS3, Self-Hosted | playthis.today

Don't Let Me Die

A kind of fancy CLI quiz game where you keep your pet alive by answering questions correctly. Features interactive CLI menus, NPM package distribution, and questions fetched from Open Trivia Database. Built to practice creating NPM packages and interactive command-line interfaces.

JavaScript, Node.js, CLI, NPM, Inquirer, Chalk, Figlet | github.com/nahuelsantos/dont-let-me-die

Dinky Server

A comprehensive self-hosted server setup with monitoring, security, and service management - all through a single interactive script. Features LGTM stack (Loki, Grafana, Tempo, Metrics) for complete observability, Traefik for reverse proxy, Pi-hole for DNS, and automated deployment scripts.

Shell, Docker, Grafana, Prometheus, Loki, Tempo, Traefik | github.com/nahuelsantos/dinky-server

Personal Resume Website

A modern, responsive resume website built with pure HTML, CSS, and JavaScript. Features dark/light mode, contact form integration, PDF download, and Docker deployment. Showcases professional experience and projects with a clean, mobile-friendly design.

HTML5, CSS3, JavaScript | github.com/nahuelsantos/cv

EDUCATION

Master's Degree, Software Engineering — Universidad Nacional de La Plata (UNLP), Argentina

2012 – 2014 | unlp.edu.ar

Focused on advanced software design patterns, architectural principles, software quality assurance, and project management methodologies, deepening the theoretical and practical aspects of building complex software systems.

Engineering Degree, Systems Information Engineering — Universidad Tecnológica Nacional (UTN), Argentina

2005 – 2011 | utn.edu.ar

Comprehensive 5-year engineering program covering foundational computer science, algorithms, data structures, database management, networking, operating systems, and the full software development lifecycle. Provided a strong analytical and problem-solving base.

CERTIFICATIONS

Deep Learning Specialization — Coursera (deeplearning.ai)

2017 – 2018 | coursera.org/specializations/deep-learning

In-depth specialization covering foundational and advanced neural networks, Convolutional Neural Networks (CNNs), Recurrent Neural Networks (RNNs), model tuning strategies, and practical applications of deep learning.

Self-Driving Car Engineer Nanodegree — Udacity

2016 – 2017 | udacity.com/course/self-driving-car-engineer-nanodegree--nd013

Hands-on program focused on the core components of autonomous vehicle technology, including computer vision, sensor fusion, localization, path planning, and control systems, utilizing relevant ML/DL techniques.