

Facundo Medica

Senior Software Engineer
Blockchain Engineer

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Rosario, Argentina (UTC -3)

Work experience

Software Engineer at Interchain GmbH (Cosmos SDK maintainers) May 2022 - present

- Develop and innovate in the Cosmos SDK

Part-time Software Engineer at Umee (Cosmos SDK based network) May 2022 - present

- Maintainer and “code owner” of Pegg
- Keep Umee up to date with Gravity Bridge upgrades
- Debug and fix on-chain issues

Developer Relations Engineer at Umee (Cosmos SDK based network) Oct 2021 - Apr 2022

- Code owner of [Pegg](#) (Gravity Bridge orchestrator implementation written in Go).
- Worked on chain upgrades (emergency binary swap and through governance proposal)
- Technical guidance for internal teams (testnets, tools, code-reviews, etc).
- Testnets coordination and technical guidance for the community.
- Employee onboarding and initial setup.

Senior Software Engineer at Loka Inc. (Software factory) Dec 2019 - Oct 2021

- Go expert. API and microservices development.
- Created an in-house replicable Go API boilerplate and extended its use to clients.
- Developed an Android (Kotlin) app with automated deployments to a private Google Play Store and OTA updates using Google Cloud Build and Android Device Management.
- Setup and management of enterprise Android devices (Zebra).
- Mentorship of new employees on Android and Go.

Engineering Manager at Apperto Inc. (FinTech) Apr 2019 - Dec 2019

- Scrum Master and Tech lead.
- Go specialist and backend developer.
- Infrastructure development and monitoring.
- End-to-end supervision and management of the project.

Software Engineer at Apperto Inc. (FinTech, pivot of Inmuvi S.A.) Feb 2017 - Apr 2019

- System Architect of MVP (using Multichain private blockchain).
- Fullstack developer (Go, Flutter, Python, Vue.js).
- Design and implementation of microservices architecture on GCP with Kubernetes and Istio, communicated with gRPC on Google Cloud.
- Implemented an automated build pipeline.

Software Engineer at Inmuvi S.A. (Software factory) Mar 2015 - Feb 2017

- End-to-end project development (requirements gathering, design, planning, execution, and deployment).
- Fullstack developer (PHP, Python, Node.js, iOS Objective-C, Android Java).

Projects

The first implementation of Intel's SHA256 intrinsics in Go (github.com/facundomedica/sha256-simd)

- Contest held by Spacemesh (spacemesh.io) through Gitcoin.co.
- Goal: improve SHA256 hash rate in AMD Zen processors using Intel intrinsic instructions in ASM.
- Shared first prize with the second contestant who improved on my answer ([Spacemesh's tweet](#)).
- Did some more freelance work for Spacemesh.

Fast QR Reader View Flutter package (github.com/facundomedica/fast_qr_reader_view)

- (Formerly) Most starred QR reader widget package for Flutter (277 stars).
- Now unmaintained.

Languages

 **Spanish** native

 **English** bilingual proficiency

 **Italian** limited working proficiency

 **Brazilian Portuguese** limited working proficiency

Education

Licenciatura en Informática at Universidad Siglo 21, Argentina

2018 - 2023

- Similar to a Computer Science 5-year degree
- Partial 3-year degree completed (*Analista Universitario en Sistemas de Computación*)

Other skills

(non-exhaustive list of the technologies I've worked with)

Backend: Go, Python, Node

Frontend: Javascript, Flutter, Vue.js, Angular

Mobile: Flutter, Android (Java/Kotlin), iOS (Swift/Obj-C)

Databases: PostgreSQL, MySQL, Google Datastore, BigQuery, MongoDB

DevOps: Docker, Kubernetes, Istio, microservices, gRPC

Blockchain: Cosmos SDK, Bitcoin (Multichain), Ethereum (Solidity, web3)

Other: applied cryptography, Scrum master, Google Cloud, embedded systems, electronics