Camilo Sassone

camilosassone.dev@gmail.com | linkedin.com/in/camilosassone | github.com/Vityyy | camilosassone.vercel.app

Summary

Backend Engineer focused on Python/FastAPI and Java/Spring Boot. Built and deployed a **production SaaS with active users**. Experienced in REST API design, PostgreSQL data modeling, JWT/RBAC authentication, Docker containerization, and CI/CD pipelines.

Education

BSc in Computer Science. University of Buenos Aires (**UBA**), Argentina. *Mar. 2022 – Present*
Final-year student in a 5-year engineering program. One of Latin America's top-10-ranked institutions (QS World 84).

Experience

Freelance Backend Developer *Apr. 2025 – Present*
Marea – Membership management SaaS for clubs | GitHub

- Designed and shipped a **production SaaS** that centralized membership management, monthly dues tracking, and physical access control for a club, replacing manual processes with low traceability.
- Implemented real-time payment status verification at entry using **QR codes**, reducing unauthorized access by members with overdue dues and improving dues collection control.
- Developed admin dashboards with user lists, permission systems, and operational metrics: revenue by period, dues status, member activity, and peak entry hours.
- Built authentication with dual-token **JWT**, HttpOnly cookies, and **RBAC**; CI/CD with GitHub Actions in under **2 minutes**; tests with pytest over critical flows.

Projects

Mika-Engram | *Python, FastAPI, PostgreSQL, Redis, Celery, Docker* | GitHub *Oct. 2025 – Present*

- Architected the backend for an AI system with persistent memory, personality profiles, relationship affinity tracking, and long-term context retention.
- Developed a layered memory engine with embeddings, vector search, periodic consolidation, and time-decay scoring inspired by cognitive models.
- Implemented dynamic emotional state, driven by a **fine-tuned RoBERTa** emotion classifier trained on curated data.
- Built asynchronous workers with **Celery**, rate limiting via **Redis Lua** scripts, and row-level locking for the concurrent hot path.

PropDesk | *Java, Spring Boot, PostgreSQL, Flyway, Docker, Scrum, Jira* | GitHub *Mar. 2026 – May 2026*

- Led a **5-person** team as technical lead: sprint planning, scope definition, code reviews, and coordination via **Jira**.
- Designed a REST API for property management, rentals, property expenses, and payments, with scoped authorization and owner-to-admin delegation.
- Implemented schema migrations with **Flyway**, integration tests with **Cucumber**, and coverage over critical business rules.

Duck Game Recreation | *C++20, POSIX Sockets, pthreads, SDL2, Qt* | GitHub *Aug. 2024 – Dec. 2024*

- Developed a real-time multiplayer game in a 5-person team, using a **client-server** architecture, a custom binary TCP protocol over sockets, and a fixed-rate physics loop.
- Implemented concurrency with independent receive and send threads, custom **BlockingQueues** with close semantics, and a monitor to coordinate the shared match registry; rendered with SDL2.

Skills

Programming languages: Python, Java, C++, Rust, SQL
Backend: FastAPI, SQLAlchemy, PostgreSQL, Docker, Redis, Celery, Spring Boot, GitHub Actions, Linux
Other: Agile/Scrum, TDD, CI/CD, HuggingFace Transformers, LLM fine-tuning
Languages: Spanish (Native), English (Professional working proficiency)