



Simone Desogus

desogus.simone@pm.me

Senior Software Engineer with a strong background in building scalable backend infrastructure and high-performance smart contracts using Rust, Golang, and Solidity. I have a proven track record of modernizing legacy systems and designing complex data pipelines on AWS for high-growth environments. Passionate about engineering efficient, distributed solutions and AI.

WORK EXPERIENCE



ALLOCA, Senior Software Engineering

2024 - 2025

Wrote smartcontracts in Solidity and the backend infrastructure using PostgreSQL, Redis, Nginx, Kafka and Rust APIs. Built an EVM real-time blockchain indexer and monitored it using Axiom.co. Worked with AI and relative tools to orchestrate AI agents.



SMARTBELL, Software Engineering

2022 - 2024

Helped the previously built pipelines and backend infrastructure scale. Used event-driven architecture with AWS lambdas.



BJSS, Software Engineer

2021 - 2022

Rewrote the payment processor for the Bet365 client, from VisualBasic to Golang. This was a critical migration.



SMARTBELL, Junior Software Engineer

2020 - 2021

Built data pipelines from sensors to AWS cloud, S3 and DynamoDB, Cognito and API Gateway. Designed and implemented an API to connect a React mobile app to the AWS cloud. Used time-series databases such as InfluxDB and Grafana for data analytics.

EDUCATION



ERASMUS PROGRAM

Aalto University Helsinki

2018 - 2019



MSC. SOFTWARE ENGINEERING

Polytechnic of Turin

2017 - 2020



BSC SOFTWARE ENGINEERING

Polytechnic of Turin

2014 - 2017

SKILLS & SIDE PROJECTS

Native Speaker Professional Proficiency

Masterchef, An AI powered recipe book that scrapes social media and saves recipes, with macro recognition from videos. With this project I explored deeply how to use Docker, Cloudflare tunnels, Tailscale, and LLMs to process data.

Becomingwilder.co Built a full-stack course platform from scratch using Next.js, Prisma/PostgreSQL, and Stripe, including user auth, gated content, Vimeo video progress tracking, and a custom interactive quiz engine with multiple result algorithms.

MindTheMap CLI tool written in Go that converts annotated PDF books into Obsidian Canvas mind maps using an LLM map-reduce pipeline and QDrant, vectorDB that stores the extracted highlights and chapter chunks. Concept hierarchies are merged using Gemini 3 Flash via OpenRouter.