

Maximo Palopoli

Buenos Aires, Argentina | maximopalopoli3@gmail.com | Portfolio: <https://maximopalopoli.github.io>

GitHub: <https://github.com/maximopalopoli> | LinkedIn: <https://www.linkedin.com/in/maximopalopoli>

PROFESSIONAL PROFILE

Backend developer with experience in distributed systems and production services that other teams depend on. I work primarily in Go and Rust, with a focus on APIs, reliability and observability. Computer Engineering graduate from the University of Buenos Aires (2026).

EXPERIENCE

Systems Engineer, LambdaClass

September 2024 – January 2026

Around 350 pull requests across four open-source repositories: github.com/maximopalopoli

- Spent six months on EigenLayer's official Go SDK (116 PRs), a public library that external teams integrate against: introduced a unified error type across the client modules, built out the chain reader/writer test suite (invalid configs, cancelled contexts), moved integration boilerplate into the SDK, and worked on the v2 redesign (generics, goroutine-based lifecycle with error channels).
- Reliability work on a distributed proof-aggregation service in Rust: idempotent retries over operations that must not run twice, resumable pollers, PostgreSQL replication with automatic failover, per-user rate limiting, and Prometheus/Grafana observability. Fixed findings from a third-party audit of its contracts.
- Implemented cryptographic precompiles of an Ethereum virtual machine in Rust and fixed execution-cost accounting bugs found by differential testing against another implementation. Extended the official conformance-suite runner to report every failure by case, and fixed several findings from an external security audit.
- Built a full web product in Elixir/Phoenix and React: signature-based authentication, server-side WebSockets, and Ecto schemas and migrations. Load-tested the backend with 5,000 generated accounts on a testnet. Launched to 700 users and processed 5,644 submissions.

Teaching Assistant, Algorithms and Data Structures and Software Engineering I (FIUBA)

August 2022 – July 2025

- Graded assignments and answered student inquiries.

TECHNICAL SKILLS

Languages: Rust, Go, Elixir, Python, SQL

Backend: REST, WebSockets

Data & Infrastructure: PostgreSQL, Redis, Docker, Prometheus, Grafana

Concepts: Distributed Systems, Concurrency, Observability, TDD

EDUCATION

Computer Engineering, University of Buenos Aires (FIUBA)

2021 – 2026 | Graduated July 2026

LANGUAGES

English: Intermediate

Spanish: Native