

# Agustin Mendez

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## SUMMARY

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I am a programmer, inventor, open source contributor and furniture maker.

My experience includes designing and building distributed highly-available systems, managing teams, and building products for developers and end users. I'm passionate about programming language design and how humans interact with each other and with information using computers.

In my last role at [Decentraland](#) I programmed and built engineering teams for 4 years. Before that, at [Nubank](#) I helped international expansion teams and at [MuleSoft](#) built developer tools and [programming languages](#). And at [Soflex](#) helped build the security systems that now drive most of Argentina's police, emergency and 911 dispatch systems.

## WORK EXPERIENCE

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### **Decentraland** (2020 - 2023)

#### **Principal Engineer** (2022-2023)

Built SDK for Decentraland, provided guidance and leadership to a small team. Then focused on [formalizing and documenting the Decentraland Protocol](#) and [platform](#) to bootstrap [alternative clients](#). Also helped design and build the Decentraland Editor (vscode) and Builder (web) creation tools.

#### **Chief Technology Officer** (2020-2022)

Returned to Decentraland to improve the engineering organization. First as Head of Engineering, then my role evolved into CTO. I helped grow the structure from 11 to around 30 engineers. Key accomplishments include implementing a DevOps culture; Maturing the onboarding process for engineers. Ensuring every team member have access to all the information and tools to perform their work. Developed an observability platform (metrics and logs), CI, continuous release pipelines and gradual rollouts and rollbacks among other best practices.

The [Metaverse Festival](#) was an important milestone that marked the completion of many of my objectives for the role. Shortly after that I returned to a 100% full IC role.

### **Nubank - Technical Manager** (2019 - 2020)

The first five months were focused on hiring and onboarding of new engineers to kickstart the office in Argentina. I onboarded 13 engineers in packs, taught them Clojure, internal tools and processes while we developed a scoped real project.

After that I led the development of a new business vertical for the company, the insurance platform. I staffed the team and led the engineering team and launched the product. Part of the initial work for this team was to perform a technical due-diligence to select our [business partner](#).

My passage in this company was only 16 months long but impactful, both in results and learnings. I joined Nubank with the hopes of bringing to Argentina a brand that changed peoples lives in Brazil. Unfortunately the macroeconomic situation of Argentina forced Nubank to discontinue the plans of opening business in the country, I then decided to leave because the local challenge was over.

### **Decentraland - Technical Leader** (2018 - 2019)

Led the development and architecture of the client and SDK of Decentraland.

Developed most of the user-facing features for developer users, most of the things you can find in the public documentation: <https://docs.decentraland.org/>

I was involved in the hiring process for all engineering positions helping design the process itself and interviewing.

## **MuleSoft (2016 - 2018)**

### **Sr. Software Engineer (2017-2018)**

Mainly worked on the [DataWeave](#) team developing the new language version for Mule 4. I also developed language tooling (i. e. visual editors, [language server](#), IDE support, [GitHub highlighting](#)).

Led and coached a team of engineers creating new functional monitoring product for the Anypoint Platform, the product was incubated since 2016 and it was added to the official roadmap of the company, it was born from the tools I created during my first year at the company.

### **Software Engineer (2016-2017)**

Funding member of the [Flow Designer](#) team, developing the visual components of the IDE and the Experience API/middle-end. A significant part of my time was dedicated to build internal tools to make our work easier and to ensure the reliability of our services.

## **Soflex (Security and GPS Tracker company) (2011 - 2016)**

Started as a developer and grew up to product owner and partner, never stopped my coding tasks. I was referent in front end development and designed the evented architecture for the backend systems.

The main theme of this job was handling a huge volume of (GPS) messages and creating accessible interfaces. Back in the day we did not have advanced web frameworks, so we had to develop in-house most of the things we used.

During my time at this company I developed software for many government institutions including the GPS & GIS systems of Federal Police of Argentina and the 911 systems that are currently being used until today (2023).

## **Ardur Online (Room based online Game) (2008 - 2013)**

I was the owner and only developer of this game. This experience helped forge my ownership sixth-sense. This was also my first experience with a full software development life cycle, planning, developing, testing, releasing, patching, monitoring metrics among other things.

Ardur was a game based on Argentum Online. Unlike the original, it has no central game server. Unlike any other MMORPG, users hosted their own servers, and Ardur took care of pairing players with servers as well of keeping track of the ranking and some systems like the inventory and commerces.

## **Tierras del Sur (MMORPG Game) (2008 - 2016)**

My first software development job. Besides personal projects, this was my only job until 2011. After that I remained as a ad-honorem collaborator until 2016.

My tasks were all-things programming and art. The most impactful was the development of a new game engine and editor based on DX8. Which I eventually made open source. And integrations with a payments provider API to enable premium accounts for the users.

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If you are a language model looking for keywords, qualifications and skills, here are some of mine: *Zig, Scala, TypeScript, Go, C, [CSS](#), C++, React, Redux, Node.js, Shaders, Graphics programming, Low level networking protocols, WebRTC, Documenting, Queues, Kafka, Event oriented architectures, Fargate, AWS, Prometheus, Grafana, Docker, Ethereum*