Engineer

Backend Engineering

34 achievements

Connect the parts of your system

The work collected under “Backend Engineering” shows one part of a working system. We can help connect that part to the rest of your operation. The part users never see: where the data lives, what the rules are, and how other systems are allowed to talk to it.

Explore our services Get in touch →

Find a comparable challenge

Follow an example that resembles your situation. Its review describes the decisions behind the result, beyond the technology label. Designed and ran 6 ETL/ELT pipelines — 6 ETL pipelines across three database engines

Designed and ran 6 ETL/ELT pipelines Get in touch →

Improved GIS map performance 10x on PostgreSQL

Improved geographical map application performance by 10x through strategic database transition from MSSQL to PostgreSQL, including the data cutover, optimizing processing and data security.

Delivered 8 Power BI projects with manuals

Delivered 8 Power BI projects with comprehensive manuals, integrating Microsoft Power BI tools with NodeJS API and Python FastAPI for effective data analytics and visualization.

Directed full-stack GIS map development

Directed full-stack GIS map development, overseeing PostgreSQL, Mapbox, ReactJS, and NodeJS to deliver an integrated solution.

Led 30+ GIS projects from build to support

Led the development, deployment, and support of over 30 GIS projects, demonstrating expertise in PostgreSQL, Bash, Python, JavaScript, GDAL, ArcGIS, PostGIS, and Mapbox technologies.

Developed a Data Analytics reporting system

Developed a Data Analytics reporting system, increasing quarterly software revenue by 400% through Python-based PDF reports.

Developed 100 web applications using HTML/HTML5

Developed 100 web applications using HTML/HTML5, CSS/SCSS, Django, WordPress, and Joomla, ensuring diverse online presence.

A maritime platform with clear system boundaries

Architected a layered maritime platform separating a Next.js PWA frontend, a Go (Huma/Fiber) API, and a PostgreSQL function layer, keeping all business logic in the database.

Designed a JSON passthrough from Postgres to API

Designed a JSON passthrough architecture where PostgreSQL functions return complete JSON forwarded verbatim by the Go API, eliminating intermediate unmarshalling and decoupling the frontend from schema changes.

Built organization context switching for users

Designed an organization context-switching system with client localStorage and server-side cookie mirroring, letting users act as managed organizations while enforcing least-privilege authorization.

Migrated the API to Huma v2 at 100% parity

Migrated the HTTP API from Fiber to Huma v2 — 649 paths and 760 operations — reaching and holding 100% parity between the routes the server registers and the OpenAPI description it publishes.

Generated the API contract from the database out

Generated the API contract outward from the database — OpenAPI, a 44,076-line typed TypeScript client, 61 mock handlers and the limits the UI enforces — with a guard at every hop that fails on drift.

Built email with failover and delivery logging

Built email as a platform capability — three providers with failover, delivery webhooks, send and delivery logging, templating and campaigns — behind a startup check that will not boot without one.

Designed a function-first PostgreSQL data layer

Designed a PostgreSQL function-first data layer — 1,275 stored functions across 34 schemas — so every read and write goes through a function the database can grant, rather than through a table.

Time-ordered keys for a growing data model

Adopted UUID v7 time-ordered identifiers (PostgreSQL 18) as entity keys to reduce B-tree index fragmentation and speed up queries.

Implemented a catalogue-driven deep-merge

Implemented a catalogue-driven deep-merge for stored JSON preferences, preventing missing-key crashes as the schema evolves.

Hardened the application with nonce-based CSP

Hardened the application with nonce-based CSP, HSTS, SameSite cookies, least-privilege database roles and server-side entitlement re-checks.

Set the platform's founding technical decisions

Set the platform's founding decisions in the weeks after the repository opened in November 2025 — the layering, database-first data access and the zero-warnings bar — and they still hold nine months on.

Built and maintained Django apps for IPTV

Developed and maintained Django web applications for the IPTV platform, shipping new features and improving performance and stability.

Built a test suite across Go, SQL and browser

Built a layered automated test suite — 981 Go tests, 543 frontend and browser specs, 494 SQL behavioural tests — with mutation testing, property-based tests and an accessibility gate.

Built Stripe and in-app purchase entitlements

Built the payments and entitlements layer — Stripe alongside Apple and Google in-app purchase — gating the directory, search and export through an 11-table access model checked on the server.

Moved slow work onto a River job queue

Moved slow work off the request path onto a River job queue — 15 worker modules, 8 scheduled tasks and 20 pg_cron jobs — so a request returns while the work behind it carries on.

Built first-party error monitoring and tracing

Built first-party error monitoring and OpenTelemetry tracing rather than buying them — payload sanitising, spike and regression detection, symbolication and a synthetic heartbeat — behind 11 operator views.

Built fail-closed rate limiting and anti-abuse

Built fail-closed abuse controls — 22 Redis-backed rate limiters, Cloudflare Turnstile, request idempotency and an origin lock — so the platform sheds bots and floods instead of trusting its callers.

Built the operator back-office for the platform

Built the operator back-office — around 40 admin routes and 128 components covering claims, moderation, feature flags, cache and diagnostics — so the platform can be run without database access.

Built company ownership claims and adjudication

Built company ownership claims end to end — a user claims a company, an administrator adjudicates, and an approval rewrites the authorization graph that decides who is allowed to edit what.

Built a loyalty wallet, leagues and badges

Built the loyalty and reputation system — 67 functions over a 31-table ledger, with leagues, badges and a redemption shop — taking a row lock on the balance to close the double-spend window.

Built the social layer: posts, feed and groups

Built the platform's social layer — posts, feed, groups, mentions, a follower graph and an occasions digest — on the same function-first data layer as the rest of the product.

Built the hiring and seafarer career workspaces

Built hiring and seafarer career workspaces; the recorded implementation snapshot contains 151 stored functions across 48 tables for vacancies, applications, certificates, rank progression and sea time.

Built a database-driven CV generator

Built a database-driven CV, references, portfolio and cover-letter generator in Python — 41 modules, 10,580 lines — rendering six output formats from one 23-table SQLite source assembled by a 19-step idempotent pipeline.

Vendored a QR encoder in 522 lines

Vendored a QR encoder — Reed-Solomon over GF(256), fixed module layout, eight mask patterns — in 522 lines rather than take a third runtime dependency, and verified it by reading the finished matrix back with an independently written decoder.

Moved every string into a content tree

Moved every user-facing string out of Python into a content tree of 874 files across three languages, after finding dead translations nobody could see were dead and a check silently grading a third of the achievements.

Adopted Swift 6 strict concurrency over C

Adopted Swift 6 complete strict concurrency with no actors, bridging a blocking C event loop to the main actor through one producer, one consumer and one ordering — after establishing that a task per event loses the ordering the interface depends on.

Wrote a parser verifying every FFI call

Wrote a parser that reads the real 7,308-line C header and verifies every call site, every enum constant and that every pointer-owning class is final, after a hand-written placeholder header let calls to three removed functions compile, link and crash.

Reached the unused half of the core

Reached the half of the messaging core the application had never used — backup transfer, disappearing messages, message editing and resending, verified invitations, proxies and encryption policy — driving every test against the real library with no mocks.

Focus the engineering effort

Describe the workflow, the existing interfaces and the users who need the change. We can define a testable delivery and a handover that lets your team maintain it.

See what it costs Get in touch →

Put the subject in your context

Tell us how “Backend Engineering” appears in your own system. We can help choose the relevant service and define the work around it.

Explore our services

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