ENRICO GIGANTIELLO

Senior Software Engineer

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Senior Software Engineer with 10+ years of experience shipping production systems end-to-end — from rapid prototypes to SaaS platforms adopted by leading brands in automotive, football, and technology. Deep expertise across Node.js, Ruby, and modern frontend stacks, with a strong focus on scalable backend APIs and distributed service architectures.

Extensive background in decentralised application (dApp) development on Ethereum, including smart contract authoring in Solidity, NFT platforms, and token-gated experiences. Over the last years I've doubled down on AI integrations and agentic systems, wiring major LLM providers into production workflows and building multi-agent architectures that automate complex business processes.

I've led and contributed to cross-functional Scrum and Kanban teams — owning sprint planning, backlog prioritisation, architecture decisions, and release management — while keeping focus on business outcomes and system reliability.

- Maintained high-availability systems at scale
- Shipped 20+ products to production; typical kickoff-to-MVP: 2-4 weeks
- Led teams of 5+ engineers; owned backlogs of 300+ items across 2-week sprints
- Built and deployed multi-agent AI architectures integrated into live production workflows
- Strong background in e-commerce platform integrations (Shopify, Stripe, PayPal)

TECH STACK

Languages and tools I use in my daily work. Strong fundamentals and AI-assisted development let me ramp up quickly on new stacks.

Backend:
Node.js · Ruby · Python · GraphQl · Swagger

Frontend:
JavaScript · React · React Native · Electron · Ruby on Rails · Redux · Redux Sagas

Databases:
PostgreSQL · MySQL · NoSQL

DevOps:
GitLab · Docker · Dokku · Kubernetes

Payment:
Shopify · Stripe · PayPal

AI:
OpenAI API · Claude API · LangGraph · LangChain · RAG Pipelines · MCP · Gemini API · Perplexity API

Web3:
Solidity · Ethers.js · Infura

EXPERIENCE

Senior Developer | LeanBakery GmbH, Munich | 2016 – 2026

Leading development on innovative projects spanning AI-powered tools, Web3 platforms, and scalable SaaS solutions. Responsible for architecture decisions, team leadership, and end-to-end delivery of production systems adopted by major brands in automotive, sports, and technology sectors.

- Full Stack Developer & AI Architect **Gencko.ai - AI Visibility & CRO Platform for E-Commerce** Built an AI-powered tool for e-commerce sites to improve Conversion Rate Optimization and GEO visibility. Developed an AI visibility tracker monitoring performance across 4 major AI model providers (OpenAI, Perplexity, Claude, Google). Took the project from initial concept to production deployment in just 20 working days, demonstrating rapid prototyping and agile development capabilities.
  - Built an AI visibility tracker against 4 AI model providers (OpenAI, Perplexity, Claude, Google)
  - Took the project from idea to production in 20 working days
- Full Stack Developer & AI Architect **HxAAI - AI Digital Colleague with Multi-Agent Architecture** Developed a digital AI 'colleague' integrating Model Context Protocol (MCP) with Gmail, Google Calendar, Slack, and GitLab to automate and support daily workflows. Architected a modular multi-agent system with 10+ deployable agents that can be spun up on demand to extend capabilities without system restarts. Built a custom RAG agent providing long-term knowledge access across company documentation and codebases.
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  - Built a custom RAG agent providing long-term knowledge access across company documentation and codebases
- Backend and Shopify App Developer **Custombee.app - Shopify App for Custom Product Dropshipping** Dropshipping app for a customized adhesive film sales platform
  - Built and maintained a Shopify app integrating product customization + dropshipping workflows for Myfolie
- Solidity & Backend Developer **Unyfy.io - Web3 Fan Engagement Platform** Developed a SaaS Fan Engagement platform for teams, athletes, and artists via blockchain tokens. Platform was adopted by Bundesliga club Borussia Dortmund and NBA player Dennis Schröder. Implemented smart contracts in Solidity and built scalable backend infrastructure to handle high-volume token distributions during live sporting events.
  - Dortmund's BlackYellow app reported a +20% fan interaction uplift
  - Scaled 3k+ token airdrops on match days
- Team Lead & Solidity Developer **Bowline.app - Ethereum NFT Platform for Tokenized Digital Experiences** Led development of a Web3 platform for creating tokenized digital experiences by unlocking reserved content with NFTs on Ethereum. Led a team of 5+ developers while implementing the core smart contract architecture. Platform was used for high-profile NFT launches including Samsung's Gen3rator, Garry Kasparov's 1Kind, and TheWhitelist.io Aces collection.
  - Tracked over 500k token events from 110k wallets with Node microservices
  - Led a team of 5+ developers
  - Used for minting Samsung's Gen3rator, Garry Kasparov 1Kind, TheWhitelist.io - Aces
- Full Stack Developer **Nuernberg.digital - Decentralized Event Management Platform** Worked on site relaunch for a major tech festival in Nuremberg featuring 240 events with 18k+ participants. Developed a comprehensive event management and registration system that significantly improved user engagement and streamlined the registration process for attendees.
  - Increased user registrations by up to 35% relative to total participants
- Lead Developer **Bakerplate - Rails-React project scaffolder** Created an internal command-line project scaffolder for Rails Backend / React Frontend / GitLab CI/CD to accelerate development by minimizing boilerplate and setup overhead. Tool became the foundation for 10+ production projects, reducing time to MVP from weeks to days.
  - Reduced time to MVP to 1 week; used as base for 10+ projects

Teaching Assistant | Technical University of Munich | 2015 – 2016

Served as tutor for 'Introduction to Software Engineering' and 'Patterns in Software Engineering' courses with 200+ students. Mentored students on core software engineering topics, assisted in live coding exercises, and participated in exam corrections.

- Tutor Assistant **Tutor for Patterns in Software Engineering'**
  - Assistant for in class exercises
  - Mid and final exam correction
- Tutor Assistant **Tutor for Introduction to Software Engineering**
  - Slides and course material preparation

Mobile / Backend Developer | Enjinia, Naples | 2013 – 2013

Developed a mobile application for Android and iOS based on geolocation and geofencing technology for virtual coupon collection. Implemented location-based services and backend APIs to support real-time coupon distribution and redemption.

- Backend Developer **BeApp** Developed geofencing boundaries on Google maps and backend to store pin positions.

EDUCATION

MSc Software Engineering | Technische Universität München, Munich | 2017

BSc Computer Science | Università di Napoli Federico II, Naples | 2013

LANGUAGES

🇬🇧 **English** – C1 🇮🇹 **Italian** – NATIVE 🇩🇪 **German** – A2