

Eliath Sebastian Velasco Campozano

Software Engineer

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Experience

Software Engineer, Sarwaitz AI Consulting (Germany, Remote)

December 2025 - Present

- **Main developer of a B2B SaaS used by enterprise clients**, taking features from requirements to production with Node.js, TypeScript, Next.js, PostgreSQL, Redis and Docker, including Inngest background jobs and Socket.io real-time updates.
- **Designed and shipped a workflow automation engine** that runs uploaded Python code in isolated Docker containers with encrypted secrets, rate limiting and S3 artifact storage. Building images once at publish time cut run time from ~30-45 s to ~3-5 s; runs are exposed via a versioned REST API.
- **Owned usage metering and billing in PostgreSQL** through a shared service registry across four products; the fourth plugged in with no billing code changes.
- **Built a client-facing SEO diagnostics service** on the automation engine, scoring keyword and search data from a third-party API into an interactive report and an embeddable widget.
- **Built server-side rendering with Puppeteer** for hard paywall content, with responsive previews on S3, moved to a background worker to take 8-15 s off the request path.
- **Built product features that integrate LLMs**, with versioned prompts per client.
- **Overhauled the frontend**: CSS-variable design tokens, full i18n with next-intl, React Query data fetching, and usability and accessibility fixes.
- **Shipped role-based permissions and MFA**, and CI/CD on GitHub Actions with Vitest and Playwright.

Freelance Digital Artist (Remote)

December 2020 - May 2026

Delivered 20+ projects for international clients, including indie game studios, working in English and Spanish. Led the art direction of a three-year collaborative game project.

Projects

Duskan - Local-first automatic time tracker (duskan.eliath.dev)

2026 | Electron, React, TypeScript, SQLite, Turso

- **Shipped a free time tracker for Windows** that records the active app in the background, with no account or telemetry, a public installer and auto-updates.
- **Stopped idle detection from counting videos and meetings as time away** by reading the Windows display-required power state through FFI, with no admin rights needed.
- **Cut stored sessions by 45%** by merging contiguous activity as it is captured, without changing billable time.
- **Built a multi-device sync engine** that bundles each hour of activity into a single compressed record, cutting synced data 18x (22 MB to 1.2 MB) with no data loss.

Rawbit - Pixel art and level editor (rawbit.art)

2026 | Tauri, Rust, React, TypeScript

- **Built a desktop editor that merges sprite drawing and level design**, two workflows game developers usually split across separate tools, into one app and one file format, with a free public demo and auto-updates.
- **Added serverless real-time collaboration**: peers edit the same file directly over WebRTC, synced with Yjs (CRDT), with no account or backend.
- **Made saves crash-safe in Rust** with atomic writes (temp file, fsync, rename) and recovery snapshots, so a crash mid-save can never corrupt a project.

Education

Escuela Politecnica Nacional, Quito, Ecuador. Bachelor of Engineering in Software Engineering, graduated 2026.

Cambridge English. Level 2 Certificate in ESOL International, score 180, C1 level. November 2020.

Skills

Languages: JavaScript, TypeScript, SQL, Java, Rust (basic)

Backend: Node.js, Express, REST API design, Next.js, Inngest, Socket.io, Zod, Better Auth

AI: Claude Code and coding agents in daily work, LLM integration with the Vercel AI SDK

Data and infrastructure: PostgreSQL, schema migrations, Drizzle ORM, Redis, SQLite, S3 (AWS SDK), Docker, container registries, GitHub Actions, Kamal, Puppeteer

Security and testing: multi-tenant authorization, MFA and TOTP, secret encryption, rate limiting, CSP, audit logging, Vitest, Playwright

Frontend and desktop: React, Tailwind CSS, React Query, CSS Modules, Electron, Tauri, Chrome Extensions (MV3), Figma