



MARTIN SILES

SOFTWARE ENGINEER

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ABOUT ME

If we can think it, I can build it.
I'm a versatile *Full Stack Developer* with a passion for growth and a knack for turning challenges into innovative solutions. A true all-rounder, I'm always ready to tackle the next big thing and take my skills to the next level.

MAIN TECHNOLOGIES

Typescript/Javascript

NodeJS/Python/Go

Angular/REACT/Vue
(HTML,SCSS,Hooks)

AI / CI/CD / LLM

AWS/GCP/Docker

LINKS

[Portfolio](#) 

[LinkedIn](#) 

[Youtube](#) 

[Github](#) 

EXPERIENCE

Winna

2025 - Currently

FullStack Developer building end-to-end game flows for a crypto casino using React and TypeScript, developing scalable frontend architectures and integrating backend services. Worked with technologies such as Redis, Kafka, AWS, Node.js and cloud-based infrastructure to deliver secure, high-performance gaming experiences.

Raw iGaming

2023 - 2025

FullStack Developer in the creation of client/server systems(*Go, Js, Vue, Python,...*) and maintaining cloud and *Kubernetes* infrastructure for modern slot games.

EOSOL

February - September
2023

Backend Developer working with Python, NodeJS and Postgresql to develop a massive data storage application and its post processing

NTT DATA

2021 - 2023

Backend: Developing BFFs with NodeJS and typescript. (APIREST, MicroServices)

Frontend: Developing WebComponents with Angular (Typescript,SCSS,HTML)

NUCLEOO

Internship 6 months
(May 2021 - November 2021)

FullStack Developer in a team of 4 software engineers. Developing the structure for a NGO in a international project, working with Python, Typescript, MongoDB ...