

# Cezary Falba

Fully Remote Software Engineer

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## Profile Summary

Software engineer and technical consultant with 20+ years of professional experience building scalable platforms, secure backend systems, modern web applications, and cloud-native infrastructure.

I have worked across cybersecurity, fintech, blockchain, AI, media platforms, data visualization, SaaS, and infrastructure-heavy products. My background combines hands-on engineering with architecture, technical leadership, product delivery, and mentoring.

Over the last several years I have focused heavily on security-critical systems, authentication and authorization, incident response platforms, Web3 infrastructure, AI-assisted financial systems, and production-grade cloud deployments.

I am not tied to a single technology stack. I focus on choosing the right tools for the product, designing maintainable architecture, and delivering reliable software that can evolve over time.

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## Work Experience

January 2025 - present

Full Stack Engineer / Cybersecurity Consultant

### **CERT.EU**

Working as a cybersecurity consultant and full stack engineer on the next generation of IRIS, a collaborative incident response platform used by security teams.

My initial focus was rebuilding authentication and authorization flows, including secure login, access control, identity-provider integration, and role-aware application behavior. I then expanded into frontend modernization, backend API work, platform hardening, and improving core analyst workflows.

Responsibilities include modernizing a large SvelteKit/TypeScript frontend, designing maintainable context and service patterns, integrating secure Flask APIs, improving authentication and MFA flows, and supporting deployment in containerized environments.

This role combines practical cybersecurity implementation with product engineering: secure architecture, identity management, access control, API design, and usable tooling for incident responders.

Technologies Used:

**SvelteKit, Svelte 5, Tailwind, TypeScript, Node.js, Python, Flask, PostgreSQL, Docker, LDAP, OpenID, JWT, MFA**

December 2024 - present

Full Stack Engineer / Co-Founder

## **GOTOCRYPTO / GTC FINANCE**

At GTC Finance I help design and deliver blockchain, AI, and fintech systems from concept to production. This includes smart contract systems, wallet-connected dApps, tokenized asset platforms, AI-assisted trading infrastructure, backtesting engines, market data pipelines, and cloud-native deployment environments.

The team's work includes provably fair on-chain gaming, RWA tokenization, AI-driven crypto portfolio management, and DeFi analytics. My responsibilities cover architecture, implementation, deployment, infrastructure, technical direction, and hands-on development across frontend, backend, smart contracts, and DevOps layers.

Technologies Used:

**EVM, Solidity, HardHat, WalletConnect, Viem, Wagmi, React.js, Tailwind, Next.js, Node.js, TypeScript, Python, PostgreSQL, Docker, Kubernetes, AWS**

August 2022 - December 2024

Full Stack Engineer

## **LUKKA GLOBAL**

I worked on engineering core company products and standalone POC applications used by internal and external clients.

Technologies Used:

**React.js, Next.js, Node.js, TypeScript, Python, PostgreSQL, Docker, Kubernetes** September 2021 - July 2022      Lead Frontend / Decentralised App Engineer

## **KEPLER360**

Initially I was involved in designing, architecting and implementing Wormhole/Venato project, which is a tool that helps to analyse profit and loss for given cryptocurrency portfolio, and generate periodic reports. When project grew I lead and managed a small team of frontend engineers.

I also helped to design, architect and was a lead Decentralised App engineer of a very successful FODL project.

Technologies Used:

**Angular, SvelteKit, TypeScript, Node.js (Express), RxJS, Web3.js, Ethers.js, SASS, Docker, Kubernetes, AWS, EVM, Solidity, Hardhat, Waffle, TypeChain, OpenZeppelin**

May 2020 - August 2021

Full-stack Expert Engineer

## **BLACKSTONE GROUP**

I worked with a big data team of data engineers, scientists and analysts.

My role was to build data visualisation tools that can be used by the firm internally and external clients

Technologies Used:

**Python, Django, Bokeh, Panels, Tableau, TypeScript, React, SASS, Docker, PostgreSQL, AWS, Terraform, Kubernetes, Okta, Microsoft SSO**

March 2019 - May 2020 Senior Frontend Engineer

## **MYLOCALPITCH / PLAYFINDER**

I have joined the company during their rebranding and helped finalise that process. My next task was to rebuild their checkout process using new payment provider (Stripe). Recently I have played a key role in delivering their very successful SaaS bookings software (Streamline) to market. I was responsible for building a widget web component and defining architecture of the front end application.

Technologies Used:

**Angular, TypeScript, Node.js (Express), RxJS, NgRx, SASS, Storybook, Docker, AWS**

Methodologies Used:

**Mobile First, Atomic Design, BEM, Web Components, Style Guides**

June 2016 - March 2019

Senior Software Engineer / Tech Lead

## **EYESPY360**

It started as a side project I did with my colleague for an investor with an idea of proptech product, then it grew as a startup to be very successful SaaS product, used by many people in estate industry. My role was to build initial prototype, then I lead a remote team of developers, mentoring them, while staying hands-on, building parts SaaS management software and web plugin used to view virtual tours.

Technologies Used:

**Angular.JS, JavaScript/TypeScript, React, three.js, WebVR, Python, Flask, PostgreSQL, DynamoDB, Docker, RabbitMQ, Terraform, Ansible, Kubernetes, Docker, AWS**

March 2016 - June 2018

Software Engineer / Co-Founder

## **BEYOND MEDIA**

It started as a project to build another video content management platform with ex. Saffron Digital colleagues, although we managed to get a deal with Lenovo to build a Virtual Reality platform for them. I was one of the 3 software engineers working on a product and the only person to deliver working prototype of Lenovo Entertainment Hub, which was presented at CES 2017.

I have built whole backend service which included JWT authenticated RESTful API gateway, integration with Green Man Gaming as a content provider, and PayPal as initial payment provider.

After building working backend prototype, I worked on electron based application which acted as a storefront, and gaming library manager/launcher which integrated with Steam, Origin and Uplay to detect and launch games using VR.

My final task was to build a VR upscaler technology which allowed any game to be run in VR mode using HTC Vive, Oculus Rift and Lenovo's own VR headset.

Lenovo has invested 250k USD into the product, which then has been pre-installed on series of gaming laptops.

Technologies Used:

**Python (Django), JavaScript (Node.js, Express, Angular.JS), PostgreSQL, DynamoDB, Docker, Puppet, Chef, AWS, Electron, C++, Direct 3D, x64 Assembly**

February 2015 - March 2016

Software Engineer / Architect / Consultant

## **YONDER & BEYOND**

Yonder was a venture capital and startup incubator helping innovative startups to deliver their products on market. I was brought to the company as an expert in systems architecture and engineering to work alongside CTOs and engineering teams of startups in which Yonder was invested. I managed to work with many different tech stacks during this time and helped to finalise couple exciting products, which are still thriving, such as Boppl, Gophr, Prism Digital.

Technologies Used:

**Scala (Akka), Java (Spring), PHP (Slim, Yii), Python (Django, Flask), JavaScript (Node.js, Express, Ionic), Docker, AWS, Puppet, Chef, PostgreSQL, MySQL, MongoDB, Docker, RabbitMQ, ZMQ, Objective-C, Swift, GoLang, Kubernetes**

January 2008 - February 2015

Software Developer

## **SAFFRON DIGITAL**

When I started working at Saffron, my first big project was one of the first single page web applications - SonyEricsson PlayNow Arena, which has been written by me as a single front-end developer on a project.

After success of this product, Saffron has signed a deal to deliver a video platform to drive Samsung Media Hub. I have designed and written the most complex parts of this platform, such as content management system, license server, encoding/encrypting job orchestration and storage solution, running on bare metal servers initially.

This platform became a main company product and while under constant development has been repurposed to run HTC Play Store, which led to its purchase by HTC for 50m USD in 2011.

My last big project at Saffron was playing a key role in redesigning architecture of a video platform using microservices and cloud based technologies, then implementing key parts of the new platform, which has been successfully used by KDDI to drive their Video and Anime pass services, which were main VOD platforms in Japan at a time.

Technologies Used:

**Perl, MySQL, Apache, JavaScript (jQuery, Node.js), Python (Django, Pyramid), PostgreSQL, RabbitMQ, Puppet, Chef, Docker, AWS**

September 2005 - January 2008

Junior Developer

## **FILMNIIGHT LIMITED**

I worked on a content management system used for video delivery on WAP pages ran by Vodafone, T-Mobile and O2 in the UK.

Technologies Used:

**Perl, MySQL, Apache**

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## Education

**2003 - 2005**          Cybernetics

### **MILITARY UNIVERSITY OF TECHNOLOGY**

I only studied for 3 years there and cancelled the course after I got offered a job.

I am not tied to a single technology stack. I focus on choosing the right tools for the product, designing maintainable architecture, and delivering reliable software that can evolve over time.

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## Side Projects

**2018 - 2020**

### **FLIXFORGE.COM**

Me and my friend are working on a SaaS software that allows anyone to build their own video on demand service using WYSIWYG editor. It offloads most of the computations on client side using web-workers, but certain parts like DRM encryption and payments are handled by microservice based back-ends

Technologies Used:

**AngularJS, JavaScript, WebAssembly, Node.js (Nest.js), AWS, Terraform, Ansible, Docker, Kubernetes**

**2012 - present**

### **FALBA.TECH**

I got interested in mechanical keyboards and decided to start manufacturing some of the open source designs on my own. I learned a lot about robotics, CNC manufacturing, PCB design, microcontrollers and supply chains. I have invested into CNC machines, laser routers and 3D printers to build custom keyboard cases locally. We are using Chinese manufacturer to produce the PCBs and we source mechanical switches directly from their manufacturers. Final assembly of the keyboards is done at a local workshop by couple of technicians.

Technologies Used:

**CAD/CAM, G-Code, CNC-machines, Robotics, 3D Printing**

**2005 - 2010**

### **FALBA.NET**

It was a bit similar to today's Wix service offering affordable hosting and WYSIWYG web page editor, and additionally a PHP microframework that enabled simple routing and templating.

Technologies Used:

**LAMP, JQuery**

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## Ongoing Certifications

- CompTIA Security+
- Systems Security Certified Practitioner

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## Skills

- Design and architecture of applications and services
- Expert-level skills in engineering software
- Leading teams of developers
- Excellent written and verbal communication
- Self-discipline when working alone on big and complex projects
- Curiosity and willingness to always learn and try new things

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## Hobbies

- I collect vintage computers and develop software and games on and for them.
- I design, build and program robots using Arduino and Raspberry Pi.
- I play bass and guitar.
- I also enjoy cycling outdoors as a way to keep myself physically active, and to spend some time away from technology.