

Santiago Velandia Casas

Software Engineer, backend, realtime voice and mobile
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PROFILE

Software engineer with seven years in production systems: payments and lending for fintech and telecom, and since 2025 realtime voice products with AI. Most of my work is backend in Node.js and TypeScript, with a parallel track in Flutter that goes down to Bluetooth, native audio and C++. I have taken products from the first line of code to the app stores, and I have worked inside large teams on code other people depend on. Currently contracting for Oddball Studios (UK) and Dozuki (US).

EXPERIENCE

Software Engineer (contract)

Oddball Studios Limited (ODD)

May 2025 - Present

Birmingham, UK, remote

- Lead engineer on HelloHola, a realtime voice translation product: translated phone calls to any number, translated video meetings, and an in-person mode where two people share one phone. Built the backend (Node.js, TypeScript, Google Cloud) and the Flutter app; 32 languages, translated speech within one to two seconds.
- Backend and mobile engineer for ODD, a Bluetooth music ball with a companion app used by tens of thousands of people on iOS and Android. Bluetooth integration on Android, sign-in, social feed, in-app purchases, push notifications, analytics, and the cloud functions behind them.
- Owned quality and releases of the app in 2026: automated UI tests on real devices, a release pipeline, crash reporting, security review of the Firebase rules, and fixes in the C++ audio engine.
- Designed the studio's Google Cloud platform: deployments, data access libraries, task queues, logging, and the telephony and audio libraries shared by every product.
- Stack: Node.js, TypeScript, Flutter, Swift and Kotlin for native channels, C++ (JUICE) through FFI, Twilio Media Streams, Daily, Deepgram, ElevenLabs, Fish Audio, OpenAI Realtime, Google Translation, DeepL, Google Cloud (Cloud Run, Cloud Build, Cloud Functions in Python, Firestore, BigQuery, Cloud Tasks), Firebase (Auth, Crashlytics, Test Lab), RevenueCat, Bluetooth LE.

Software Engineer (contract)

Dozuki

Jan 2026 - Present

San Luis Obispo, CA, remote

- Dozuki makes work-instruction and training software for manufacturers. I work on its mobile app (Flutter) and its platform (PHP).
- Built the engine that moves content between customer sites: a portable package format, validation before anything is written, and export and import jobs that resume after interruption. Covered by end-to-end tests.
- Designed the offline sync that lets the app record activity without connectivity and reconcile later, and led the migration of the app's data layer to a clean architecture, in nine increments, without pausing releases.
- Resolved the findings of a third-party penetration test: encryption key management, certificate pinning, and hardening of the production build.
- Stack: Flutter and Dart with BLoC, freezed and dio, SQLite with SQLCipher, PHP with PHPUnit and Psalm, Maestro for end-to-end tests, GitHub Actions.

Senior Developer

Algar Tecnología S.A.S., for Virgin Mobile

Feb 2024 - Jan 2025

Remote

- Owned Virgin Mobile Colombia's web and backend as its dedicated developer: plans, purchase flows, and everything the site served.
- Built number portability end to end, so customers could bring their line from another carrier, and the transparency features required by the telecom regulator.
- Migrated the legacy code to Node.js and TypeScript, with automated tests and continuous integration.
- Stack: Node.js, TypeScript, React, AWS (Lambda, SQS, EventBridge, API Gateway), CI/CD.

Independent Software Engineer

Clients: Tigo Money, Quan, tyba

Jul 2022 - Dec 2023

Remote

- Tigo Money, Guatemala (Apr 2023 - Dec 2023, via XML Ltd, London): on the lending team, I owned the financial engine behind the credit product: interest accrual and cut-offs, statements, refunds and automatic debit, so that the product's numbers always reconcile. Test-first on every path that touches money. React and Flutter interfaces, credit projections included.
- Quan, a Colombian vehicle-insurance startup (Jan 2023 - Apr 2023): founding engineer. Took the product from idea to first release in Flutter and Google Cloud.
- tyba, an investment app (Jul 2022 - Oct 2022): built the Flutter frontend of its crypto investing module.
- Stack: Node.js, TypeScript, React, Flutter, Firebase, Google Cloud, test-driven development.

Full-Stack Developer, then Senior Software Development Specialist

Ualet, acquired by Skandia Pensiones y Cesantías S.A.

Dec 2020 - Jul 2022

Bogotá, Colombia

- Ualet was the first mobile investing app for small amounts in Colombia. On a four-person team I was the backend engineer and worked across the stack: services and APIs, and the Flutter app.
- After Skandia acquired the product and relaunched it as Savebox for Mexico, I owned the backend architecture and the whole identity verification (KYC) flow: document recognition, face validation, screening providers, and the data behind it.
- Event analytics that gave the product team its conversion funnels.
- Stack: Node.js, TypeScript, REST APIs, microservices and queues, Azure face validation, Flutter, Firebase (push, deep links), React.

Full-Stack Developer

Siigo S.A.S.

Feb 2020 - Nov 2020

Bogotá, Colombia

- Aurora, Siigo's payment gateway: the flows where Siigo bills its subscribers and where their customers pay invoices, in React and Node.js. Modules I built in 2020 are still in production.
- Stack: Node.js, React, REST APIs, production logging.

Mobile Developer

Vivarium Angel Investors S.A.S.

Sep 2019 - Jan 2020

Bogotá, Colombia

- A field-operations app for teams photographing properties across Bogotá: GPS routes and live location reporting.

PROJECTS

pdfhelp.app

[pdfhelp.app](#)

2026

Live

- Free PDF tools, no accounts, no watermarks. Everything runs in the browser (pdf-lib, pdf.js, qpdf in WebAssembly, Tesseract OCR) except Word conversion, a Python function on Vercel. Six languages.

LUMO: light puzzles

[App Store](#)

2026

Live

- A small 2D game that makes finite-state machines playable as a zen puzzle about light, circles and paths.

CHOMP: Inverted

[App Store](#)

2026

Live

- Pac-Man inverted: you are the ghost. Up to four players over a realtime server on Fly.io.

EDUCATION

Systems and Computing Engineering

Universidad Nacional de Colombia

2017 - 2021

Bogotá, Colombia

SKILLS

Languages	TypeScript, JavaScript, Dart, PHP, Python, Swift, Kotlin, C++
Backend	Node.js, Express, NestJS, WebSockets, REST, queues, microservices; PostgreSQL, Firestore, DynamoDB, SQLite and SQLCipher
Voice and AI	Twilio Media Streams, Deepgram, ElevenLabs, Fish Audio, OpenAI Realtime, Google Translation, DeepL, LLM orchestration, VAD, G.711 and PCM audio
Cloud	GCP (Cloud Run, Cloud Build, Functions, Firestore, BigQuery, Cloud Tasks), Firebase, AWS (Lambda, SQS, EventBridge, S3, DynamoDB), Azure
Mobile	Flutter and BLoC, BLE, native channels, FFI to C++ (JUICE), offline-first, store releases, RevenueCat
Practices	TDD, end-to-end harnesses, CI release gates, pentest remediation
Spoken	Spanish (native), English (C1)