

MARTIN PISAČIĆ

Senior Software Engineer · Frontend & Full-Stack
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SUMMARY

Senior software engineer with 9+ years of experience building and leading frontend-heavy products — from ML annotation tooling and KYC/identity platforms to high-stakes crypto trading interfaces handling real user funds. Comfortable well below the UI surface: WebAssembly with C++ bindings, canvas rendering, WebRTC, and blockchain transaction flows. Track record of leading teams, mentoring developers to promotion, and shipping measurable improvements in performance, reliability, and delivery speed.

SKILLS

- **Frontend:** React, React Native, Flutter, Next.js, SolidJS, TypeScript, JavaScript, WebAssembly (C++ bindings), XState, TanStack/React Query, React Router, React Aria, PixiJS (canvas rendering), React Flow, WebRTC, Tailwind CSS, styled-components, CSS Modules, Electron, monorepos (NX, Turborepo, pnpm workspaces), browser SDKs
- **Backend & Cloud:** Node.js, RxJS, WebSockets (socket.io), serverless (AWS Lambda), AWS (S3, SFTP integrations, Snowflake), Redis, Terraform, CI/CD pipelines
- **Practices:** Technical leadership, mentoring, sprint planning, automated testing (90%+ coverage), code review, design collaboration

EXPERIENCE

Senior Software Engineer | Solflare (full-time) *Aug 2025 – Jun 2026*

- Built the frontend of Solflare's Explore feature — an in-wallet discovery hub for Solana dApps, trending tokens, rewards, and ecosystem news — across web and extension, working with one other engineer and the design team
- On the trading team, integrated the prediction markets frontend (two engineers, ~1 month) under tight competitive pressure, hitting the public launch on schedule alongside competitors across all wallets and platforms
- Redesigned core trading experiences — token swaps and sends, plus new gasless swaps and private sends — to improve user retention and engagement, running A/B tests and experiments via feature flags and analytics events in collaboration with designers and backend engineers
- Reworked the frontend transaction signing flow to support these features along with the analytics tracking and A/B testing they depended on; used Cursor and Claude Code heavily to accelerate the development workflow

Senior Software Engineer | Third Bridge (contract) *Feb 2025 – Aug 2025*

- Lead developer on the company's data delivery system serving third-party vendors
- Built and maintained a Node.js serverless infrastructure on AWS for automated, scheduled content delivery with failsafe mechanisms — supporting S3, SFTP, and Snowflake delivery across JSON, XML, and PDF formats
- Achieved 90%+ unit test line coverage and managed all infrastructure as code with Terraform
- Established PR review and automated testing workflows; onboarded multiple developers to the project

Senior Software Engineer | Microblink (full-time) *May 2022 – May 2025*

- Lead frontend engineer with successive ownership of four product areas over three years; mentored junior developers to promotion and ran sprint planning and task breakdown with product and design
- **Data annotation platform** — training-data tooling for AI models (retail shelf products, ID documents)
- Led a team of 3 through a 4-month rewrite of the annotation editor from an SVG-based to a canvas-based renderer (PixiJS) — created the development roadmap, scoped and delegated tasks, and shipped to production on schedule, hitting every deadline
- The new editor handled 1,000+ annotation objects smoothly where the SVG-based one had already struggled past 50 — a ~20x capacity gain that, with new features and bugfixes, increased annotator satisfaction and throughput while reducing error rates
- Unified four products (admin, annotation, knowledge management, and image library UIs) from separate repos sharing code via Git submodules into a single NX monorepo, simplifying maintenance and code sharing

- Built a drag-and-drop workflow builder (React Flow) used to define and configure annotation flows
- Public demo site** — Next.js showcase of all Microblink SDKs, tried in-browser
- Owned and maintained the demo site; rolled out a new design language across all product demos
- Implemented demo gating limiting each user to 5 trials per product, identifying unique visitors via browser fingerprinting with Redis-backed counters
- Designed and built a framework-agnostic device-to-device handoff library: moves document scanning from low-quality desktop webcams to the user's phone camera over a secure WebRTC connection, then returns results to the browser demo — UI built with SolidJS (compile-time, no runtime) so it embeds cleanly into any host framework

Document scanning Web SDK — AI models running in-browser via WebAssembly

- Shipped new features and improvements built on in-house AI models; wrote the C++ WASM bindings serving as the interface layer between JavaScript and the WASM runtime

KYC platform — identity verification product built from scratch

- Lead frontend developer heading a team of 2 — created and delegated tasks, and set up the Turborepo monorepo foundation with Tailwind CSS, React Router, React Query, and React Aria
- Built the KYC Web SDK that integrates with the platform to execute customer-defined KYC steps, using React, styled-components, XState, and in-house Microblink libraries
- Integrated ID R&D face-match technology and built a custom UI layer on top — an oval face guide with live progress feedback that makes the face-match step easier to complete

Frontend Technical Lead | Deegloo (full-time) *Sep 2021 – May 2022*

- Managed a team of four frontend developers; owned sprint planning, onboarding, mentoring, and CI/CD pipelines for all managed projects, and led technical interviews for new hires
- Lead developer on a greenfield, configuration-first React framework for rapid UI development that cut feature development and shipping time by ~80%, distributed as a private npm package via a GitLab CI/CD pipeline I set up
- Collaborated with Java backend developers on the framework's structure and interface, designing its configuration API so that non-UI developers could build frontends with it themselves

Software Engineer | Superbet (full-time) *Sep 2020 – Jul 2021*

- Owned the internal web app (React + Ant Design) used to define the structure of sporting events and betting offers powering Superbet's main site — shipped new features and bugfixes
- Rebuilt the build pipeline for the shared component library used across multiple frontends — faster CI on every push to the shared repo, cutting the time developers waited for new package versions
- Designed and built a Node.js + RxJS proxy backend that replaced an unfiltered event firehose with subscription-based streaming over WebSockets (socket.io) — web clients received only the sporting events and updates they were actually listening to
- Cut client memory and CPU usage enough that Chrome stopped killing tabs — traders went from a ~2-hour ceiling before a tab crashed to keeping multiple tabs open through a full working day, on a noticeably more responsive page

Software Engineer | Endava (full-time) *Jul 2018 – Sep 2020*

- Core-team member on Erecruit, a 10+ year-old enterprise staffing platform (.NET, 30+ projects, 30+ devs) — owned localization, the workflow engine, integrations, search, and CI/CD; helped build the new React frontend

Junior Software Engineer | SysKit (full-time) *Aug 2016 – Jul 2018*

- Built frontend features for the SysKit Insights desktop app (React + Electron) and maintained the shared React component library used across multiple products

SIDE PROJECTS

Founderica | Founder & Developer

- Learning and community app for women solopreneurs in the Balkans — multi-format lessons, podcast player, and group chat. Built with React Native and Supabase. founderica.me

DHM — Digital HACCP | Mobile Developer

- Built the cross-platform HACCP food-safety record-keeping app from scratch in Flutter — live and used by restaurants across Croatia. Sole mobile developer, with a backend engineer. dhm.hr

EDUCATION

MSc & BSc, Software Engineering and Information Systems — FER, Zagreb *2014 – 2019*