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Software Engineer

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Profile

I'm a systems engineer. I specifically thrive in designing systems of all sizes in an efficient and scalable approach spanning backend, distributed systems, embedded and AI platforms. From architecting components on paper to laying out the software, I sit and engage the entire process.

I find the simple solutions that can be layered efficiently.

From problem statement to implementation, I pay attention to the details across all sectors. With knowledge of operating systems, computer architecture, etc, I can work on a wide range and share insights to problems in a different way.

Projects

Self, *Xarvis* 🔗

08/2025 – 09/2025

This has been an interesting personal project. Designed an efficient system to serve as real world Jarvis. From a go routine in charge of continuous audio streaming with ring buffer to streaming out audio pcm in another. I explored and learnt more on go concurrency.

Also tool execution, selection policy to reduce tools token cost.

Now working on the hardware part for multi device streaming.

<https://github.com/xpanvictor/xarvis> 🔗

Multiagent system, *Building multiagent AI system*

02/2025 – 08/2025

Built a system that allows multiagent access to perform several actions for users by

working on a centralized query engine and runtime.

Worked on system design, scheduler, tool executor, langgraph orchestrator.

Guided team on agentic system.

Oracle engine, *The engine running a price feed oracle*

03/2025 – 05/2025

Worked in a 4 people team as lead backend to build a go engine running a price feed oracle from multiple sources in a distributed approach but also streamlined pipeline. Feeds and also relays to contracts across chains.

Missionsync, Backend engineer

05/2024 – Present

High scale backend system to handle task and business execution system.

Involved working on several distributed systems with queues, job runners, etc.

Used the MEN stack.

Cryptosmart, Smart contracts

02/2021 – 11/2024

Developed smart contracts in python, solidity, rust for multiple chains to provide a decentralized savings solutions.

Part time role.

Self., Xzam: Attempt at Shazam paper

01/2025

This was just a personal attempt to build out shazam using the paper.

The instrument of language used was Rust and I published the package already. It was interesting learning about signals and systems.

#rust.

<https://github.com/xpanvictor/xzam>

Fintech role

11/2023 – 09/2024

A fintech role (undisclosed) building a remittance platform mostly for B2B users.

Dukia, A web3 marketplace.

08/2022

I worked on the frontend of this web3 nft marketplace. I gained lots of experience working with wagmi for querying and writing to the blockchain, ethers js, nextjs and more.

eClass, Digital classroom website

02/2022

A web class featuring a video meeting application. Currently working on this project

and using all MERN stack technologies.

Infologic, A content management system.

09/2021 – 11/2021

I worked on a content management system with a structure similar to opera news. I

used mongodb for database, express and node for my server and ejs as the

template engine. I'm currently rewriting this project with react and redux.

Skills

Go

I mostly use go for distributed systems or projects where I have to build on large data quickly. Experience ranges from decentralized systems like raft to working on blockchain ideas.

Distributed systems

Knowledge on quite a few concepts to bootstrap and work on high level projects. Efficiency is a philosophy I hold dearly.

Agentic Systems

Fast moving world. I keep watch of recent updates and I've built agentic systems using llms, mcp, RAG, etc.

Python

I'm learning to use python for all things I do. Very soon (this year's end) I'll be an expert on this.

Reading

Worth including I'm an avid reader across diverse fields and disciplines.
<https://www.goodreads.com/user/show/165229002-null-pan>

Rust

Rust is my go to language for low level projects. Built assembler & compiler with it. Also, I've written a smart contract on arbitrum with rust.

C/C++

I write C and C++ for the purpose of developing or prototyping lower level projects or concepts.

MERN

I write MERN although I don't write frontend any longer. I build mostly on backend/engine side but skilled to understand FE requirements.

Data structure & algorithm

CS is mostly about handling data. One reason go is a beautiful language. I have a little background on DSA. I'm not really a leetcodeur but I see intuitive thinking is also a big skill.

Interests

AI

Particularly excited by building systems that can model the brain. It's been exciting learning about agents, perceptrons, etc. By the way, currently implementing perceptron from scratch with rust.

STEM

Science is beautiful, math's the language, what's there not to love?

Blockchain

Reading, learning and building distributed systems, their storage layer, networking and all other pieces that work together to make a full fledged suit.

Music

Enjoy listening to music especially when not working.

Reading

Well, the journey is far, books are my fuel.



Publications

You can find most of my blogs on my Jekyll blog site.
<https://xpanvictor.github.io/>

Xzam, *Xpanvictor* [↗](#)

You can read about my Shazam's paper implementation here.

Bitcask implementation [↗](#)

Wrote this while learning distributed systems. I had to implement a key-value db as an initial project.