

Darío Zubillaga.

FULLSTACK ENGINEER
MEXICO CITY / REMOTE

Spanish native · English full professional · German elementary

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Fullstack engineer with a decade shipping user-facing products end to end, from five-person startups to **OpenSea** at the height of the NFT market. I work across the stack: frontends, the APIs and SDKs behind them, and Web3 integrations spanning smart contracts, wallets and on-chain primitives. I came to software through physics, where I found I liked simulation work. That led to first-author research on self-organizing systems and to earlier commercial work in real-time 3D.

EXPERIENCE

Full Stack Engineer, **Paragraph**

Apr 2025 › Present

Built **post coins** and **writer coins** for this six-person publishing platform: ERC-20 systems letting readers buy into individual posts and into a writer's body of work, quoted against live AMM pool state. Two token systems in seven months, by two engineers. Also built the core domain layer and the **API, SDK, CLI and MCP integrations** on top of it; written for the crypto product, it now serves the company's AI product unchanged. Currently migrating from Next.js and Firestore to **Astro and Postgres**.

Senior Frontend Engineer, **stakefish**

Dec 2023 › Aug 2024

Built **EigenLayer re-staking** into the dApp. Led the **Ledger** hardware-wallet integration and added multi-signature wallet compatibility.

Founding Engineer, **Outland Art**

Nov 2022 › Nov 2023

Led frontend development of a social dApp from zero, including NFT purchase logic that improved retention, and built a React Native app for mobile.

Frontend Engineer, **OpenSea**

Sep 2020 › Jul 2022

Joined as one of five engineers and stayed to nearly three hundred. Significant contributor to the **Redux to Relay and GraphQL migration**. Created and owned the **checkout modal**, and built fee and relayer handling on order creation, the profile vertical across frontend and backend, and the first home page. Backend work in **Django and Graphene**, plus end-to-end tests in Cypress and later Playwright.

Software Developer, **Optumus**

Dec 2017 › Mar 2020

Built an **Angular framework generating clinical forms**, improving UX for doctors and DX for the team, and produced dozens of forms in the MEL language.

Software Developer, **INTUS Interactive Design**

Oct 2016 › Dec 2017

Built real-time installations in **Unity and TouchDesigner** driving multitouch screens, projection walls, Kinect tracking, VR and Arduino hardware. Clients included **Porsche, Google, Oakley, Givenchy** and **Acuario Inbursa**. Also built the studio's Three.js site.

Full Stack Developer, **Columbus de México**

Mar 2015 › Jun 2016

Built a Java (JBoss) intranet application for real-time stock-price monitoring by traders.

STACK

WORKING WITH NOW

TypeScript, React, Next.js, Astro, Node.js, GraphQL, Postgres, Solidity, Vercel

WEB3

ERC-20, smart contract integration, AMM pricing, multi-signature and hardware wallets

REAL-TIME 3D

Unity, Three.js, TouchDesigner

ALSO WORKED WITH

Python, Django, Relay, React Native, Angular, Java, Firestore, GCP, Cypress, Playwright

EDUCATION

M.Sc. Computer Science

UNAM / 2012 – 2014

Mentor: Dr. Carlos Gershenson. Self-organizing systems.

Research Stay, Computer Science

University at Albany, SUNY / 2014

B.Sc. Physics

UNAM / 2005 – 2010

Numerical relativity, under Dr. Miguel Alcubierre. Thesis: *Acreción de campo fantasma a un agujero negro*.

PUBLICATION

Zubillaga, D., Cruz, G., Aguilar, L.D., Zapotécatl, J., Fernández, N., Aguilar, J., Rosenblueth, D.A., Gershenson, C. *Measuring the Complexity of Self-Organizing Traffic Lights*. **Entropy** 16(5), 2384–2407 (2014). First author.

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