



FRANCESCO DI BRINO

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PROFILE

Software engineer and technical leader with 9 years of experience designing scalable, maintainable software architectures, RESTful services, microservice-based distributed systems and large-scale data management. Currently CTO at Moneysurfers, where I lead the development of the company's core products and platform, from business process optimisation to LLM-powered solutions. Previously co-founder of two tech startups and software engineer at international R&D centres (Tokyo, Ticino), with hands-on experience deploying IoT platforms of over 50,000 nodes. Strong foundation in Python, DevOps and collaborative development practices; active interest in multi-agent systems and software architectures for LLM-based applications.

KEY SKILLS

Software Architecture & Design Patterns	Distributed Systems & Microservices	LLM & AI Integration
Python, Java, TypeScript	RESTful APIs (FastAPI, Flask)	Technical Leadership & Team Management
DevOps & CI/CD	SQL / NoSQL / Time-series Databases	Agile Development
IoT & Embedded Systems	Cloud Infrastructure	Stakeholder Communication

WORK EXPERIENCE

Chief Technology Officer (CTO) Feb 2025 – Present

Moneysurfers | Chiasso, Switzerland

Fintech company focused on education and services in the field of investments and financial markets.

- Defining the technology strategy and the development roadmap for the company's digital products.
- Leading an in-house team of 4 people and coordinating an external development partner: planning, code reviews, defining code quality standards and overseeing the entire software lifecycle.
- Designing scalable and maintainable software architectures to support user base growth.
- Integrating Large Language Model-based solutions into business processes and the user experience.
- Managing cloud infrastructure, CI/CD pipelines and security processes.
- Translating business needs into sustainable architectural decisions, working closely with non-technical stakeholders and external vendors.

Achievements:

- Launched Pickwise, an AI-powered stock analysis SaaS, from first sprint to production in 9 weeks: 4 LLM features in production (Gemini with automatic OpenAI fallback), over 6,900 AI-generated reports at a 98.5% success rate, 909 registered users and 228 paying subscribers.
- Brought core platform development in-house from an external agency, increasing release frequency by about 2.4x year over year.
- Introduced automated testing from scratch on the core platform: about 1,650 test cases on the API, including 46 end-to-end tests on payment flows.

- Platform serving 31,000 registered users, with 10,500 active users and about 4,000 paying customers in the last 12 months.

Senior Software Engineer Consultant Jul 2024 – Feb 2026

CI | *Freelance*

Freelance consulting for clients in software development and distributed architectures.

- Technical consulting on the design and implementation of tailor-made software architectures for a range of companies.
- Development of Python backend services and full-stack application components.
- Supporting clients' in-house teams in adopting software engineering, DevOps and CI/CD best practices.
- Analysing and optimising existing systems to improve scalability, maintainability and performance.

Co-Founder, Senior Software Engineer Jan 2023 – Jun 2024

Rubicon Studio | *Lamone, Switzerland*

Consulting firm specialising in Artificial Intelligence and Blockchain.

- Coordinating the development team: defining roadmaps, code reviews and onboarding new members.
- Managing the technical relationship with clients: requirements gathering, presenting architectural decisions, post-release support.
- Designing and implementing custom AI and blockchain software solutions for enterprise clients.
- Implementing and maintaining CI/CD pipelines for in-house and white-label solutions.

Achievements:

- 17 consulting projects delivered end-to-end over 18 months.
- 5 tokenisation platforms released to production.

Co-Founder, Senior Software Engineer Jan 2022 – Jun 2024

Pepper | *Lugano, Switzerland*

Platform that lets gamers use their GPU power to earn rewards with a single click.

- Designing and developing the Python backend systems and database schemas supporting the platform.
- Defining the development roadmap and breaking it down into tasks for the team.
- Implementing gamification features and user engagement tracking.
- Managing cloud infrastructure with high-availability and zero-downtime deployment goals.
- Implementing monitoring and user metrics visualisation systems with InfluxDB, Prometheus and Grafana.

Achievements:

- Backend infrastructure supporting over 42,000 active users.
- Zero-downtime deployment pipeline across all production releases.

Software Engineer Feb 2019 – Aug 2019

MinebeaMitsumi – Smart IoT Center | *Tokyo, Japan*

Minebea Mitsumi Group's Research and Development centre dedicated to the future of IoT.

- Developing and optimising Python microservices for managing and processing IoT data collected from devices.
- Designing white-label deployment methods for on-premise IoT solutions using Docker and Kubernetes.
- Contributing to projects improving IoT connectivity and device management across multiple platforms.
- Collaborating with cross-functional teams to align technical solutions with business needs, acting as a bridge between technical teams and stakeholders.

Software Engineer Oct 2017 – Dec 2021

Paradox Engineering | *Novazzano, Switzerland*

Design and development centre specialising in Internet of Things (IoT) solutions for Smart Cities.

- Designing IoT solutions for smart city applications, focusing on connectivity, security and reliability of urban infrastructure.

- Migrating the infrastructure to a microservices architecture based on MQTT and Python, improving scalability and maintainability.
- Developing Python services for managing, processing and visualising data collected from devices.
- Establishing and coordinating the DevOps team, defining build, deployment and monitoring processes.
- Building and maintaining CI/CD pipelines for on-premise and white-label solutions.

Achievements:

- Deploying and managing smart city IoT networks, with the largest installation exceeding 50,000 nodes.
- Up to 25% reduction in energy consumption of the deployed urban infrastructure.
- Full migration of the infrastructure to Docker and Kubernetes to ensure scalability.

EDUCATION

Bachelor's Degree in Computer Engineering *Sep 2013 – Jun 2017*

University of Applied Sciences and Arts of Southern Switzerland (SUPSI) | *Lugano, Switzerland*

Technical Diploma in Industrial Robotics *Sep 2007 – Jun 2013*

ISIS J.M. Keynes | *Gazzada, Italy*

ADDITIONAL INFORMATION

Languages: Italian (native), English (full professional proficiency), German (elementary proficiency).

Programming Languages and Frameworks: Python, Java, C++, JavaScript, TypeScript, Node.js, React, FastAPI, Flask.

Databases and Data: MySQL, MongoDB, SQL, InfluxDB.

DevOps and Tools: Docker, Kubernetes, Jenkins, Git, GitLab, GitHub, Prometheus, Grafana, MQTT.

AI / LLM: Large Language Model integration, experience with frameworks and APIs for AI-driven applications; active interest in multi-agent frameworks (LangChain, LangGraph).

Tools: IntelliJ IDEA, Visual Studio, Eclipse, Jira, Trello, MS Office.