

Nicholas LaBrecque

Senior Software Engineer | Backend & Distributed Systems

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United States | Open to Remote, Hybrid, On-Site & Relocation

SUMMARY

Software engineer with 9+ years of experience building backend services, blockchain protocols, and web applications. Hands-on ownership of mainnet event indexing, staking operations, deployment automation, and audit remediation, with experience mentoring engineers.

EXPERIENCE

Software Engineer / Lead Software Engineer | Silicon Swamp

May 2020 - Present

Engineering work for Wire Network; progressed into technical lead responsibilities.

- Built a staking indexer serving Ethereum and Solana mainnets, with filtered Helius/Alchemy ingestion, registry-based decoding, duplicate-safe storage, and cursor pagination.
- Designed NFT issuance and ownership plus withdrawal initialization and claiming for Solana liquid staking, integrating staking metrics, validator unstaking, and reserve funds.
- Built an epoch-based staking operations engine in TypeScript, replacing Anchor commands and untyped scripts with modular validator, stake/unstake, and yield-distribution workflows.
- Implemented crank scheduling, retries, timeouts, and AWS KMS-backed signing; containerized execution for ECS Fargate and added operational alerts.
- Created @wireio/cs-squads and co-built an AWS deployment pipeline with buffer uploads, manual owner review, and multisig approval handling, saving an estimated several hours of manual signing per update.
- Coordinated Skyharbor audit remediation across its portal and Jira, tracked outstanding fixes with engineers, managed PRs, and implemented assigned remediations.
- Worked with a core engineer to adapt EVM signature handling into EOSIO C++ for Wire Network; developed UPAP universal wallet addressing across ECDSA-compatible networks.
- Mentor engineers and provide technical guidance within a team of approximately 6-7 engineers.

Published CLI: npmjs.com/package/@wireio/cs-squads

Full Stack Engineer | ATLARGE

Oct 2019 - Mar 2020

- Developed Drupal websites for FELD Entertainment, including custom themes, content workflows, responsive features, performance improvements, and production fixes.

Entry Level Software Engineer | Webfab LLC

May 2017 - Oct 2019

- Built Angular/Ionic web and mobile applications and PHP/MySQL backends, including reusable UI components, database schemas, and application logic.

TECHNICAL SKILLS

Languages & Web: TypeScript, JavaScript, Rust, C++, PHP, SQL, Angular, Ionic, HTML/CSS

Backend & Data: Node.js, NestJS, Fastify, PostgreSQL, Prisma, MySQL, Redis, BullMQ, DynamoDB

Infrastructure & Quality: AWS ECS Fargate, KMS, Docker, CI/CD, Sentry, unit and contract tests

Blockchain: Solana, Anchor, Token-2022, Ethereum/EVM, EOSIO, Squads multisig

INDEPENDENT PROJECT

SVG Animator | svg-animator.multihosts.net

Built an Angular SVG editor and timeline animator, designing the editor UI, strongly typed object model, and timeline structures. Supports shape and property animation with exports combining raw SVG, animation data, and a lightweight web playback runtime.