

Edoardo Fratus

SOFTWARE ENGINEER III (L5) - DISTRIBUTED SYSTEMS, FINTECH, AI ENGINEERING

Milan, Italy | edoardo.fra.ef@gmail.com | (+39) 3343410122 | linkedin.com/in/edoardofratus | github.com/edoofra

PROFILE

Software Engineer III with 3+ years building high-scale fintech platforms at Satispay. Known for leading projects end to end: from product discovery and technical analysis to cross-team delivery, implementation, launch, and operational resilience. Strong backend foundation in Java, Spring, AWS, event-driven systems, and payment workflows, with concrete hands-on adoption of LLMs and AI agents to accelerate engineering work.

SELECTED IMPACT

- Led end-to-end delivery of a major Welfare/Flexben feature across a six-month lifecycle, coordinating Product, frontend, mobile, and backend teams.
- Co-built Satispay Fringe Benefits backend from scratch, supporting EUR 30M in transactions during the first three months.
- Designed event-driven fan-out processing for simultaneous year-end order closing in Flexben, improving scalability under bursty workloads.
- Created Claude subagents adopted internally to automate repetitive coding tasks, turning AI experimentation into practical engineering workflow.

EXPERIENCE

Software Engineer III (L5) - Satispay

Mar 2026 - Present | Milan, Italy

Technical owner and hands-on backend engineer for major Welfare and Flexben initiatives.

- Lead feature delivery end to end, from technical analysis and scope shaping to development, launch, and follow-up.
- Partner with Product to translate business needs into robust technical specifications and implementation plans.
- Coordinate frontend, mobile, and backend teams to keep integration clean and delivery aligned.
- Balance technical leadership with direct contribution to backend design, implementation, review, and production readiness.

Software Engineer II (L4) - Satispay

Feb 2025 - Mar 2026 | Milan, Italy

Designed and delivered high-impact backend capabilities for Satispay Welfare Flexben.

- Built core payment platform and report reconciliation features for Welfare/Flexben products.
- Designed high-performance event-driven fan-out for simultaneous closing of Flexben year orders.
- Engineered circuit breaker mechanisms to prevent cascading failures during peak load.
- Pioneered Virtual Threads adoption for I/O-bound services, improving throughput while keeping concurrency simpler.
- Created Claude subagents used across the company to automate low-level and boilerplate engineering tasks.

Junior Software Engineer (L3) - Satispay

2023 - Feb 2025 | Milan, Italy

Backend engineer in the Welfare team, building Java Spring services and AWS-backed products.

- Co-built the Satispay Fringe Benefits backend from scratch, focusing on Order and Purchase flows.
- Designed scalable service flows using Java, Spring Boot, PostgreSQL, MySQL, DynamoDB, and AWS services.

Software Engineer Intern - Accenture

2023 | Milan, Italy

Built a Python microservice for automated document defect detection using YOLO and deep learning.

COMPETENCIES

Backend: Java 8/11/17/21/25, Spring Boot, REST APIs, microservices, JPA, MyBatis, Jersey, SQL

Distributed Systems: event-driven architecture, fan-out processing, high availability, circuit breakers, fault isolation, performance under load

Cloud and Data: AWS Lambda, EC2, ECS, S3, Kinesis, SQS, SNS, Docker, PostgreSQL, MySQL, Redshift, DynamoDB

AI Engineering: LLMs, AI agents, Claude subagents, prompt/workflow design, local AI experimentation, GenAI automation, Python, TensorFlow, PyTorch, YOLO

Leadership: end-to-end project ownership, technical analysis, product collaboration, cross-functional alignment, mentoring through code review

AI WORK

- Built Claude subagents for repetitive engineering tasks and internal code generation workflows.
- Use LLMs concretely for analysis, boilerplate removal, test scaffolding, migration support, and local-first experimentation.
- Interested in AI agents that improve engineering throughput without bypassing design judgement.

HOW I WORK

- Turn ambiguous product needs into technical plans.
- Keep backend design simple under pressure.
- Lead cross-team delivery while staying hands-on.
- Treat reliability and observability as product quality.

EDUCATION

M.Sc. Computer Engineering

Università degli Studi di Brescia, 2023
Final grade: 108/110

LANGUAGES

Italian and English

LINKS

linkedin.com/in/edoardofratus
github.com/edoofra
edoofra.github.io/personal_portfolio