Marin Samardžić

Full-stack Developer · React / TypeScript / Node.js · AI

LOCATION
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SUMMARY

Full-stack developer, 4+ years with React, TypeScript and Node.js, mostly in small teams where one engineer covers a lot of ground. At Puffer I shipped **5 apps as one of just 2 frontend engineers** and built the company's **AI assistant from zero to production**: 31 tools on live data, RAG, and prompt-injection defences red-teamed before launch. Before that, **sole frontend developer** on two Croatian healthcare and government platforms.

EXPERIENCE

Full-stack Developer · Puffer.fi

07/2025 – Present

USA (Remote) · Full-time · 2-person frontend team

`React · Next.js · TypeScript · Node.js · PostgreSQL · Redis · LLMs / RAG · viem · Rust`

- **Shipped 5 apps in a 2-person frontend team:** restaking dApp, puffer.fi rebrand, blog, cross-chain app and internal dashboard, on a shared design system tested with Vitest and Playwright.
- **Launched an AI assistant in production** (Telegram bot, integrated into the main app): a Node.js LLM server with 31 tools on live data, RAG on pgvector, Redis semantic cache and provider fallback.
- **Hardened it against prompt injection:** 5 defence layers, 6 input guards, 170+ attack patterns, red-teamed with promptfoo and garak before launch.
- **Designed and built a validator-registration verifier in 5 weeks:** BLS signature and withdrawal-credential checks against the contract, integrated into the protocol team's Rust guardian service.
- **Built 6 Node.js services and REST APIs** (app backend, automations, cross-chain, Telegram bot) and **AI code review** for the team: sandboxed security scans that never push.
- **Turned a CRM prototype into the tool the BD team tracks 160+ deals in:** wrote the backend API, a Telegram bot to read and add deals from chat, and rebuilt the React frontend with Google sign-in and contacts.

Full-stack Developer · ReneVerse

07/2024 – 07/2025

Singapore (Remote) · Full-time · backend team of 4 · company ran out of funding and closed

`Node.js · TypeScript · GraphQL · PostgreSQL · AWS · Solidity · Next.js`

- **Built the backend of an in-game ad platform** in a team of 4: GraphQL and REST APIs, microservices and data pipelines from games to advertiser dashboards.
- **Ran ad-event traffic on serverless AWS** (Lambda, SQS, SNS, ECS, DynamoDB), with no always-on servers.
- **Made ad engagements verifiable on-chain:** Solidity contracts plus bulk IPFS uploads, wired into the Next.js dashboard.

Backend Developer · CryptoToday

01/2024 – 07/2024

Split (Remote) · Part-time contract, alongside CS Computer Systems

- **Built the backend of a crypto listings and token-voting platform:** REST API, PostgreSQL model, voting logic and on-chain reward flows, running on AWS (ECS, RDS, Lambda).

EXPERIENCE (CONT.)

Frontend Developer · CS Computer Systems

10/2022 – 07/2024

Zagreb (Hybrid) · Full-time · sole frontend developer

`React · React Native · d3.js · Node.js · Go · Hyperledger Fabric · Solidity`

- **Delivered the frontends of 2 production platforms as the sole frontend developer**: MediioChain (healthcare data exchange between hospitals) and eSljedivost (supply-chain traceability for the Croatian government).
- **Gave hospital and agency staff live views of on-chain records** on web and mobile by building React dashboards with real-time d3.js charts, a React Native app and the Node.js endpoints behind them.
- **Wrote the on-chain logic both platforms run on**: Go chaincode for Hyperledger Fabric, Solidity contracts on Hyperledger Besu, with IPFS for off-chain files.

COMMUNITY PROJECTS

NK OSK Otok · My local football club (volunteer)

2026 – Present

`Next.js · TypeScript · Payload CMS · PostgreSQL · Sentry · Hetzner · Cloudflare`

- **Let club staff run the site without a developer** by building a Next.js platform with Payload CMS for 7 squads and a 2,300+ match archive back to 2005/06.
- **Automated results, standings and lineups** by syncing them from the Croatian Football Federation's COMET API on a schedule, covered by 240+ tests.

Amo na Čanj · amonacanj.com (volunteer)

2026

`TypeScript · React · Vite · Supabase · Realtime · PWA`

- **Scheduled 130 teams across 14 sport categories so no player's matches ever overlap**, even when one person plays several sports in different teams, with rest time between physical matches and each sport locked to its own courts.
- **Ran the whole festival on one platform:** registrations, draws, brackets, a real-time schedule, a match-day admin panel with conflict checks and a TV mode for venue screens.

PLAYGRND · playgrnd.app

2026 – Present

- **Frontend, integrations and AI features** for an amateur football platform with 9,000+ players and 800+ teams.

SKILLS

Frontend	TypeScript · React · Next.js · React Native · three.js · d3.js · SCSS · Vite · Svelte
Backend & Cloud	Node.js · Express · GraphQL · PostgreSQL · Redis · Supabase · AWS · Docker · Go · Rust
AI Engineering	LLM tool calling · RAG · pgvector / embeddings · MCP · Prompt engineering · Prompt-injection defence · Red-teaming (promptfoo, garak)
Testing & CI	Vitest · Jest · Playwright · GitHub Actions (CI/CD) · GitLab CI · Code review automation
Web3	Solidity · viem · wagmi · ethers.js · Hardhat · Hyperledger Fabric & Besu · IPFS

EDUCATION

Master's in Electrical Engineering (univ. mag. ing. el.)

09/2017 – 08/2022

University of Split