

Reuel Nixon

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Full-stack product engineer who moves quickly from idea to working software. I like owning features end-to-end, building clean product experiences, and using AI as leverage to iterate faster without skipping the engineering.

Experience

Keygraph

Software Engineer

Jan 2025 – Present

Remote

- Built autonomous pentesting agents with the Claude Agent SDK and Pi harness that reason over vulnerabilities, plan attack paths, and run exploit-and-retest loops end-to-end.
- Orchestrated long-running agent workflows on Temporal (Go/TypeScript): durable execution, retries, and human-in-the-loop checkpoints.
- Built the LLM layer on Bifrost (multi-provider gateway) and Langfuse (observability), with eval harnesses to score finding quality and catch regressions.
- Ran the stack as self-hosted infra (gateway, observability, Temporal, Postgres) for data isolation across multi-tenant deployments on AWS/Cloudflare.
- Owned the platform's Next.js surfaces, backed by Connect gRPC and GraphQL Yoga services with sqlc and Atlas.

BalkanID (Copilot)

Software Development Intern

Nov 2023 – Oct 2024

Remote

- Built the Copilot chatbot frontend in Next.js for querying identity, entitlement, and access-review data.
- Integrated product workflows with Go APIs and backend services for enterprise identity-governance use cases.
- Contributed to Python-based data workflows supporting entitlement analysis and access intelligence.
- Built and maintained CI/CD workflows using Docker, Docker Compose, Serverless Framework, GitHub Actions, ArgoCD, and AWS.

Clarium Tech (Dokimes)

Machine Learning Intern

Aug 2023 – Sep 2023

Chennai, India

- Built an ML-assisted dummy-data generation system for API testing fields, reducing manual test-data setup.
- Integrated generated data into the Dokimes testing workflow and validated outputs for consistency, usability, and edge-case coverage.

Selected Projects

Duck Hunt: Unplugged

MediaPipe, PixiJS, TypeScript

- Built a browser-based Duck Hunt remake controlled through webcam hand tracking with gesture-based aiming and pinch-to-shoot mechanics.
- Implemented finger tracking, input smoothing, edge-triggered shot events, game loop, sprite rendering, progressive difficulty, scoring, streak multipliers, sounds, and local high-score persistence.

PhonePe Payment Gateway for Next.js

Next.js, TypeScript, PhonePe SDK

- Built a production-style PhonePe payment gateway starter with payment initiation, status verification, webhook callbacks, result pages, environment configuration, and error handling.
- Documented sandbox setup, webhook testing, deployment notes, and security considerations for merchant credentials and callback handling.

Warewise

Client Project, Workflow Automation

- Built a workflow automation application for a furniture-sector client to reduce manual operations, track operational state, and improve process visibility.

Technical Skills

Languages

TypeScript, JavaScript, Go, Python, SQL, C, C++ , Java

Frontend

React, Next.js, SvelteKit, Astro, Tailwind CSS, shadcn/ui, Zustand

Backend

Go, Node.js, Express, Hono, GraphQL Yoga, Connect gRPC, REST APIs

Databases

PostgreSQL, MySQL, MongoDB, Neo4j, Pinecone

Infra / Tools

AWS, Cloudflare, Docker, Docker Compose, ArgoCD, GitHub Actions, Serverless Framework, Atlas, sqlc

AI Workflow

Claude Code, Codex, Cursor, Spec-Driven Development, AI-assisted prototyping, debugging, refactoring

Education

Vellore Institute of Technology

B.Tech in Computer Science, GPA: 9.0/10

Aug 2021 – May 2025

Chennai, India