

Felipe Ramos da Silva

Senior Rust & Go Engineer
Real-Time Media • Distributed Systems
AI Applications • Web3

LinkedIn /in/felipersil

+55 19 99148-0101

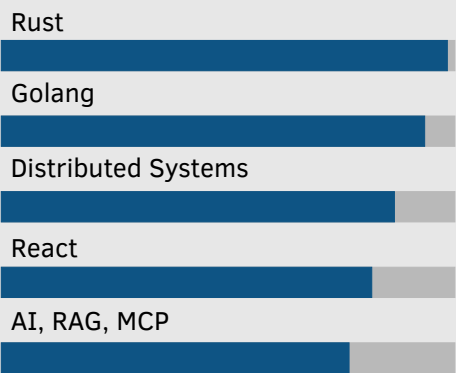
https://github.com/felipemeriga

felipe.meriga@gmail.com

Skills

- Real-Time Media & Streaming
- Distributed / Low-Level Systems
- WebRTC, SRT, gRPC, WebSockets
- GPU / CUDA, Video Processing
- Web3, Solidity, EVM, DeFi
- Agentic AI, RAG, MCP, LLMs
- AWS, Kubernetes, Docker
- English, Portuguese - Fluent
- Spanish - Adv., Italian - Interm.

Tools



Summary

Senior software engineer with 7+ years in distributed systems, real-time media, and low-level backend development, primarily in **Rust** and **Go**. At Cosm, I built a GPU-accelerated web player that ingests 8K fisheye sports footage, corrects lens distortion, and delivers it to users in real time, with virtual-camera views that automatically track players or the ball. My background spans live-streaming infrastructure at FOX, Web3 / DeFi smart contracts, and applied AI. Alongside my full-time role, I build AI applications focused on agentic workflows, long-term memory, and RAG pipelines.

Experience

May 2025 - Present	Senior Rust & Go Engineer (Real-Time Media)	Kake @ Cosm
	• Built a GPU-accelerated web player in Rust for live sports production that ingests 8K fisheye video, corrects lens distortion, and delivers real-time playback. • Implemented virtual-camera views that automatically follow players or the ball across the field. • Designed backend services and media pipelines in Rust and Go for low-latency streaming, real-time processing, and distributed workloads. • Built cloud-native infrastructure on AWS with Docker and Kubernetes to support large-scale production systems. • Core technologies: Rust, Go, C++, CUDA, Python, TypeScript, WebRTC, SRT, gRPC, AWS, Kubernetes.	
Mar 2021 - May 2025	Senior Software Engineer (Live Streaming)	X-Team @ FOX
	• Delivered backend infrastructure and real-time media systems for FOX's live-streaming platform – infrastructure, content distribution, and custom monitoring for live-streaming workloads. • Built services in Go and Rust for real-time media processing, automation, and cloud infrastructure; implemented dynamic ad-insertion workflows for live broadcasts. • Cut CPU and memory usage by more than 60% via profiling, heap analysis, tracing, and concurrency debugging; reduced the live-data validation loop from 6 minutes to 3 seconds. • Core technologies: Go, Rust, TypeScript, React, AWS, Kubernetes, WebRTC, SRT.	

Projects

- **RoleMiner**
AI job-discovery platform with persistent memory, semantic search, and application tracking.
[roleminer.app](#)
- **Kioku**
Open-source memory layer for AI assistants – semantic & episodic memory, MCP, long-term context.
[github.com/felipemeriga/kioku](#)
- **Artemis Network**
Open-source Rust project exploring blockchain protocols, decentralized networking, and distributed systems.
[github.com/felipemeriga/artemis-network](#)

Experience

Nov 2025 - Present	AI Solutions Engineer (Independent)	Freelance / Consulting
	• Design and build AI applications, developer tools, and backend services in Rust and Python. • Built RoleMiner, a job-discovery platform with an LLM assistant, persistent user memory, structured job extraction, semantic search, and application tracking. • Built Kioku, an open-source memory layer for AI assistants with semantic retrieval, episodic memory, MCP integration, and long-term context. • Designed RAG and agent workflows covering retrieval, routing, context management, structured outputs, and evaluation. • Core technologies: Rust, Python, FastAPI, PostgreSQL, pgvector, Qdrant, LLMs, RAG, MCP, LangGraph.	
Mar 2020 - Mar 2021	Blockchain Software Engineer	Tokenizer
	• Developed Ethereum smart contracts and backend integrations for DeFi and DEX products, using EVM tooling, RPC providers, and deployment workflows. • Identified and mitigated performance and security vulnerabilities in smart contracts. • Core technologies: Solidity, Ethereum, EVM, Go, Rust, TypeScript, React, Docker, Kubernetes, AWS.	
Sep 2019 - Mar 2021	Senior DevOps Engineer	Accenture (The Dock)
	• Evaluated emerging technologies and designed cloud and deployment architectures for internal applications in Accenture's R&D center. • Core technologies: Go, Python, TypeScript, React, AWS, Terraform, Kubernetes, Docker.	

Earlier Experience

2018 - 2019	Software Developer	IO-Shower (Smart Shower)
	Led end-to-end technical development of an IoT smart-shower product – embedded hardware, AWS IoT cloud architecture, backend APIs, and mobile apps. C++, Java, React Native, AWS, IoT.	
2017 - 2019	Development Analyst / Consultant	CSG International & Tata Consultancy Services
	Built and maintained enterprise software for telecom and wholesale operations across backend, databases, front-end, and CI/CD. Java, Python, PL/SQL, Spring, Angular.	
2015 - 2017	Embedded / Automation Developer	Zoe Slots, LA2I & Jirehmaq
	Built embedded systems for online gaming, energy-efficiency software, and industrial-automation control using microcontrollers. C++, Qt, Python, Arduino, Raspberry Pi.	

Education

2011 - 2016	BEng., Electrical Engineering	State University of Londrina (UEL)
	Londrina, Paraná, Brazil Specialization: Embedded Software Development	