

Aaron Hanson

Staff / Principal Software Engineer · Startup CTO & Founder

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SUMMARY

Senior/staff engineer with an unusually broad 25-year background: shipped a triple-A console game, large-scale data pipelines, and audited financial systems that handled real money. Led engineering as a startup CTO (grew the team from two to ten) and again as a founding engineer; was employee #9 as another startup scaled to ~50. Builds end to end in TypeScript/React/Node and Python on AWS, leads small teams to ship, and most recently has been building LLM-powered product features.

EXPERIENCE

Rolodex · Founding Engineer

Oct 2025 – Present · Remote

- Primary engineer on the product, built in Next.js/React for a platform with a multi-thousand waitlist; shipped features, internal admin tooling, and LLM-powered parsing and classification (Claude), and led a ground-up rewrite through a strategic pivot.
- Built the integration layer (an MCP server and REST API) that let external clients and automated agents register, enrich, and query the platform's data.
- Made a build-vs-buy call on a sunset third-party dependency: scoped a replacement, determined it wasn't yet warranted, and saved the build cost.
- Owned application security, infrastructure, and DevOps end to end.

Spectral Labs · Senior Software Engineer

Jan 2025 – Sep 2025 · Remote

- Designed and deployed a suite of upgradeable smart contracts on Base powering an AI-driven fintech launchpad; cleared a pre-production third-party security audit (Zenith).

Nifty Gateway (Gemini) · Staff Software Engineer

Jan 2023 – Jun 2024 · Remote

- Staff engineer on a major NFT marketplace: hardened and extended the production NFT contract suite and its Python backend, and set the design standards that internal teams and external partners built against.
- Migrated ~3,000 live NFT contracts from hosted-API metadata to permanent IPFS storage, with zero data loss: built the migration tooling and ran it as batched transactions.

SAN Sound · Principal Engineer

Apr 2022 – Present · Remote · contract

- Architected the full digital stack for a consumer audio hardware brand: React/Next.js frontends, backend services, e-commerce/community integrations, generative graphics engines, and automation bots. Launched the brand's first onchain product drop (10k units), which trended on its marketplace on launch day.

Rainmaker Games · Principal Engineer

Jan 2022 – Sep 2022 · Remote

- Built a staking, vesting, and airdrop distribution suite for a web3 gaming startup (~12,000 on-chain transactions; staking used by ~880 users, an airdrop claimed by ~540), plus the React/Tailwind app around it.

WiseSoft, LLC · Chief Technology Officer

Feb 2020 – Nov 2021 · Remote

- CTO of an early-stage startup: grew the team from two to ten and led all engineering through the launch of a financial product (a crypto token) that raised ~\$40M and has since handled 90,000+ transactions from 25,000+ accounts.
- Owned architecture, security/audits, and end-to-end delivery across React, Node, GraphQL, and AWS.

Numerator · Engineering Lead

Feb 2020 – Dec 2020 · Chicago, IL

- Led three engineers building high-availability Python/Django data pipelines on AWS.

Truss Holdings · Senior Software Engineer II

2017 – 2020 · Evanston, IL

- Full-stack Node.js engineer at a PropTech startup; 9th employee, helped scale the company to ~50. Built core product features end to end.

SELECTED PROJECTS

SAN Sound Loadout Locker • sansound.tech/avatar/loadout-locker

2026

- Consumer avatar-customization product (364 users, ~500 collectible accessories): instant visual previews and a smooth, one-click equip flow with no gas prompts.
- Engineered the canvas compositing engine (layered rendering with compatibility and ordering rules) and an animated load where accessories slide into place, plus a full secure admin portal to author, grant, and sell items. Next.js, React, TypeScript, Tailwind.

SeekSat • seeksat.com

2026

- Satellite pass-forecasting app on a CesiumJS 3D globe that scores each pass's visibility probability from live weather and cloud-layer forecasts, object magnitude, elevation angle, and twilight; multi-observer planning with fullscreen polar sky charts. Next.js/React/TypeScript, SGP4 orbital propagation.
- Exposes the same physics engine to AI agents through an MCP server: seven tools over streamable HTTP (find passes, next visible pass, best-pass ranking across all tracked satellites, live position, weather and viewing odds, rendered polar sky-charts), with API-key tiering, usage logging, and agent-discovery surfaces (llms.txt, hosted docs, a packaged Claude skill).

Bitcoin Mining Difficulty Predictor • newhedge.io

2021

- Web app that predicted Bitcoin's next difficulty adjustment from live block-mining pace, with a real-time visualization; sold in 2021, now part of newhedge.io. Built solo; the supporting ZeroMQ endpoint I proposed was completed by core maintainers and merged into Bitcoin Core, where it still ships today (open source).

EARLIER CAREER

Nielsen • *Senior Software Engineer* • Spark/Python data pipelines at scale

▸ 2016 – 2017

Market6 • *Software Engineer* • C#/.NET SaaS retail analytics

▸ 2015 – 2016

STATS LLC • *Senior Developer* • C#/.NET real-time sports-data ingestion at scale; lead developer, NHL feeds

▸ 2010 – 2014

Wolfram Research • *Software Engineer* • Wolfram|Alpha: nutrition-data scrapers + ETL

▸ 2008 – 2009

Volition (THQ) • *Gameplay Programmer* • shipped 13 story missions on *Saints Row 2* (Xbox 360), C/C++/Lua

▸ 2007 – 2008

SKILLS

Languages: TypeScript/JavaScript · Python · C#/.NET · Solidity · C/C++ · SQL

Backend & data: Node.js (Express, Fastify) · Django · Postgres · AWS (Lambda, S3, EC2, CloudFront) · data pipelines / ETL

AI: LLM integration (Claude) · Claude Code · MCP servers · agent tooling

Frontend: React/Next.js · TailwindCSS · Three.js / WebGL

Practices: CI/CD (GitHub Actions) · observability (Sentry, PostHog) · team leadership

EDUCATION

University of Illinois Urbana-Champaign • *Computer Science*