

Valerio Cofano

Backend & Distributed Systems Engineer

Senior backend, distributed-systems, and system-design work, scoped and delivered remotely. High-concurrency, regulated, high-traffic environments are the norm.

Remote · Open to select projects · [linkedin.com/in/valerio-cofano](https://www.linkedin.com/in/valerio-cofano) · github.com/valkoff · valcof.com

Summary

I build the backend parts that can't be wrong: payments that can't double-charge, pipelines that can't drop events, services that hold under peak load. Over 15+ years I've designed high-concurrency services and event-driven pipelines, and I currently lead the backend team behind a marketplace serving millions of users. My background is full-stack, so I design across the whole system, not the backend alone. I reach for the durable answer over the clever one, and I take on the edge cases, failure modes, and migrations most people would rather avoid.

Core Skills

System Design Distributed Systems Event-Driven Architecture High-Concurrency Systems Backend Engineering Technical Leadership
Product Thinking CI/CD Observability

Tech Stack

Languages & Frameworks: Python, Go, PHP, Django, FastAPI, Laravel
Data & Messaging: PostgreSQL, MongoDB, MySQL, Redis, Kafka, Webhooks
Cloud & DevOps: Docker, CI/CD Pipelines, AWS, Google Cloud
Observability & Tooling: New Relic, Sentry, GitHub, GitLab

Experience

Camarasoft · Lead Software Engineer Jul 2025 - Present · Switzerland

Camarasoft · Senior Software Engineer Jun 2024 - Jul 2025

- Tech Lead of a backend team for a global, high-traffic marketplace (millions of users): architecture, code review, and the team's performance reviews and onboarding.
- Delivered a high-concurrency slot-booking microservice (atomic locking, reserve / confirm / expire lifecycle) for premium placements, rolled out across multiple countries.
- Designed an event-driven payments pipeline (FastAPI + Kafka + dead-letter queues) that decoupled more than a dozen payment providers from the monolith and removed lost-payment risk.
- Architected a new authenticated user area: personalized UI on fully edge-cached pages plus a fail-open Go session microservice.
- Drove a pragmatic monolith modernization (typed DTOs, strict backend-for-frontend) and engineering standards across the codebase.

Medacta International · Software Engineer (R&D) 2023 - 2024 · Switzerland

- Built internal platforms and APIs for clinical and surgical workflows, in a safety-critical, regulated domain.
- Contributed to technical discovery and design with R&D and clinical stakeholders; introduced CI/CD and quality gates.
- Pushed testing strategy and pragmatic design for long-term maintainability.

Exelero AG (now InMatch AG) · Technical Lead 2021 - 2023 · Switzerland · Remote

Exelero AG (now InMatch AG) · Full Stack Developer 2020 - 2021

- Tech lead for a multi-tenant SaaS startup: led a cross-functional team and owned architecture, CI/CD, and AWS/GCP deployments.
- Shipped and scaled two products on distinct stacks; owned security, tenant isolation, and cost decisions.

Don't Touch Sagl · Software Engineer 2019 - 2020 · Switzerland

- Refactored and scaled a high-traffic platform (thousands of concurrent users) through backend and caching work, validated by load testing to roughly 10× the previous workload.

Harpa Italia · Senior Software Developer / Database Architect 2017 - 2019 · Italy

- Designed large-scale IoT monitoring platforms used by public institutions nationwide (including an ENEA-commissioned census); owned backend, data modeling, and integrations.

Earlier Experience · Web Developer / Full-Stack Developer / Founder 2011 - 2017 · Italy

- Built CRMs and web platforms; founded and delivered an event-management product end to end (backend, infrastructure, databases).

Education

Istituto Tecnico (Italian technical secondary school) · Diploma,
Electronics and Telecommunications (Italy)

Languages

Italian · Native · **English** · Professional proficiency (C1/C2)

For more detail, view the full CV at valcof.com/cv