Mattia Righetti

Software Engineer - Hacker - Technical Writer

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Skills

Languages: Rust, Go, Java, Python, C/C++, Swift, Bash, GraphQL, Typescript
Frameworks: React, SwiftUI, UIKit, AppKit, Actix, Axum, NodeJS, Deno
Developer Tools: AWS, GCP, Docker

Experience

Cloudflare

Systems Engineer | Jul 2024 - Present | London, United Kingdom

- Wrote high-performance Rust services at the edge to secure the global web. Building the logic behind Cloudflare API Shield on one of the world's largest distributed proxy networks.
- Sole engineer responsible for architecting and executing the migration of core API Shield services to a high-performance, Rust-based edge runtime, processing security-critical requests at global scale.
- Developed highly concurrent, low-latency Rust components handling request analysis, endpoint matching, schema validation, and token authentication on the hot path.
- Significantly improved request-path reliability and latency by implementing intelligent caching, bounded validation limits, fail-open safeguards, and resilient parsing mechanisms for malformed inputs.
- Engineered comprehensive observability for distributed security modules, integrating latency metrics, structured diagnostics, and automated health checks to ensure operational resilience and streamline production debugging.
- Managed the full software development lifecycle for critical Rust crates, overseeing release infrastructure, compiler upgrades, rigorous acceptance testing, and safe rollout automation.

Anthropos

Backend Engineer | May 2023 - Jan 2024 | Lugano, Switzerland

- Implemented REST APIs for different Anthropos services, later migrated most of the user-facing APIs to GraphQL and internal micro services APIs to RPC.
- Improved and worked on Anthropos microservices that were responsible for job simulations orchestrated with AI, implemented GraphQL servers for each microservice and bridged their features with the pre-existing RPC APIs.
- Setup Apollo Router using graph federation, established a standardized way to version and deploy supergraph when microservices changed their GraphQL schema.
- Redesigned and enhanced form data parsing and auto fill capabilities of the Anthropos Chrome Extension using React. Improved user experience and made it easier for customers to efficiently manage and automate job applications.

Amazon

Software Development Engineer | June 2022 - Nov 2022 | Luxembourg, Luxembourg

- Developed and optimized new backend APIs that automated most of the interactions that other teams had with our service, making it faster, more efficient and available 24/7.
- Designed and developed a SSR web application in Go to showcase our team's APIs.
- Deployed and maintained OSRM service to support team services that needed to scale.
- Data pipelines management and data manipulation with Apache Airflow, AWS Glue and AWS ECR. Improved parallelisms of ETL processes.

Politecnico di Milano

Fullstack Engineer (Part-time) | Jun 2018 - Sep 2021 | Milan, Italy

- Designed and maintained database to support department required features.
- Developed web application that made interaction with the database more intuitive.
- Developed backend REST APIs used by the web application to interact with the database.
- VPS administration and maintenance including domain registration and networking setup.

Open Source

The Tor Project

Core Developer | May 2023 - Apr 2025

- Maintainer of the Network Status APIs.
- Implemented the Network Status APIs using the actix_web framework in Rust.

Education

- **MSc Computer Science**
- **BSc Computer Science**