

Joe Tannoury

Software Engineer | AI Platforms, Distributed Systems, Realtime Products

Barcelona, Spain | joetann.com/cv

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PROFESSIONAL SUMMARY

Product-minded software engineer with 4+ years of experience shipping AI platforms, backend services, realtime applications and full-stack products. Builds elegant, powerful event-driven and distributed systems, turns ambiguous ideas into production software, and owns delivery from architecture through operations and measurable product outcomes.

SELECTED PRODUCTS

Godloop | godloop.ai

June 2026 - Present

Reusable AI workflows for coding agents, currently used by **74 people**. Built the Go and Vue platform, parallel local workers, isolated Git worktrees, browser control, subscription-aware scheduling, live progress and reviewable delivery.

D3BIT | TOOL | AI agents

D3BIT | d3bit.com

March 2026 - Present

Web3 rails for humans and AI agents: one wallet, programmable money streams, instant USDC settlement, HTTP 402 paid APIs, and reusable authentication, email, billing and credit systems for faster product launches.

TOOL | Web3 | Payments | USDC | HTTP 402

Codraw | codraw.app

D3BIT application

Collaborative realtime pixel canvas for people and AI agents, with shared rooms, live chat and MCP drawing tools.

Realtime | MCP | Pixel art | AI tools

Shitchats | shitchats.com

D3BIT application

Realtime social and gaming platform with points, matchmaking, live games and a global leaderboard.

Realtime | Social | Games | Matchmaking

Dopa | dopa.win

October 2025 - February 2026

Independent multi-crypto casino with a 0% default house edge. The event-driven platform processed **33,380,410 pre-launch bets**.

Crypto | Casino | Event-driven systems

PROFESSIONAL EXPERIENCE

Platform and AI Engineer | WeHumans / ABAI

November 2025 - March 2026

Barcelona, Spain | EMEA remote

- Engineered realistic, embeddable conversational agents using MetaHumans and realtime blendshape-based facial animation.
- Re-architected the backend around self-hosted LiveKit and asynchronous cloud GPU inference, improving latency by more than 2.5x, reducing cloud spend and retiring major technical debt.
- Launched a new revenue-generating B2B product that helped double the customer base in under two months.

Software Engineer | Tecnopreven

May 2024 - November 2025

Barcelona, Spain

- Owned features across a Django and Ionic SaaS CRM, from backend architecture and APIs through web and mobile delivery.
- Designed multi-party electronic signatures across more than 50 legal document types and a WebSocket PDF previewer with near-instant navigation through files exceeding 100 pages.
- Shipped multilingual LLM translation and context-aware autofill, and automated versioned iOS and Android releases with GitHub Actions.

Freelance and Contract Software Engineer

2022 - Present

Remote | Paris and Barcelona

- Deliver full-stack products, AI systems and infrastructure for clients between and alongside full-time roles, including several projects covered by non-disclosure agreements.

TECHNICAL SKILLS

Languages: Go, Python, TypeScript, JavaScript, SQL, Rust

AI and agents: Codex, Claude, MCP integrations, workflow orchestration, structured outputs, cloud GPU inference

Backend and realtime: Event-driven architecture, distributed systems, REST, SSE, WebSockets, gRPC, NATS, background workers

Frontend: Vue.js, React, Svelte, HTMX, Templ, Ionic

Data: SQLite, SQL, sqlc, GORM, Django ORM, schema migrations

Platform: Docker, Kubernetes, GitHub Actions, AWS, GCP, Linux, Nginx, end-to-end and behavior-driven testing

EDUCATION

Bachelor of Science in Computer Science | American University of Paris

2020 - 2023

Software Engineering Intern | University of Luxembourg

September - October 2021

Developed a Vue.js frontend using strict behavior-driven development and [published the technical approach](#).

LANGUAGES

Native English and French; fluent Spanish; conversational Arabic.