Jon E. Eguiluz — Product Engineer

Billing, pricing, and accounts — the parts of a subscription product that have to be right.

Pamplona, Spain (CET/CEST) · Remote within Europe · Spanish and English
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Twenty years building products in regulated, high-trust domains — medical, gambling, and kids. I own subscription domains end to end. At Lingokids I unified four billing providers behind one API (~3k in-app purchases/day), shipped a self-serve pricing and offers tool used in ~150 countries, and built account merging that closed ~10k support tickets. I work best on a small product team with a messy domain and enough ownership to follow the work from "this is annoying" to "this is shipped and measured."

Selected impact

Area	Outcome
Billing	Unified 4 providers (App Store, Google Play, Stripe, BrainTree) behind 1 internal API; ~3k in-app purchases/day
Pricing	Self-serve config tool across ~150 countries; ships to stores without engineering time
Identity	Account merging closed ~10k support tickets that previously had no resolution path
Enrichment	150ms to under 60ms; 1,000+ requests per second; millions of records/day
Transactions	1M in-game currency transactions/day; double-charge, partial-refund and duplicate-webhook cases absorbed
Platform	Multi-tenant scaffold cut client setup from 6 months to 1 month

Skills

- **Current stack:** TypeScript/JavaScript, React, PostgreSQL, AWS/GCP, Docker, Kubernetes, Playwright, Amplitude, Sentry
- **Also worked with:** Ruby on Rails, Node.js, Python, Django, Java, Groovy, Airflow
- **Practices:** XP, TDD, BDD, CI/CD, Lean Startup
- **Languages:** Spanish and English

Experience

I've built APIs serving thousands of requests per minute, fought concurrency, and turned hours-long processes into minutes. 

Full history on LinkedIn.

Senior Product Engineer
@ Lingokids

Jun 2022 – Present · an app for kids learning English

- Unified four billing providers (App Store, Google Play, Stripe, BrainTree) behind one internal API, so finance could reconcile subscriptions without a provider-specific path for each. Covers ~3k in-app purchases per day.
- Built a self-serve pricing and offers tool for marketing, replacing per-country spreadsheet submissions with a config UI that ships to stores without engineering time. Manages prices and offers across ~150 countries.
- Designed and shipped account merging for the recurring "I forgot which email I signed up with" case, closing out ~10k support tickets over the engagement that previously had no resolution path.

> GOLD NUGGET
> Tech designs make discussions happen earlier.

Contractor
@ Triple

Jan 2022 – Jun 2022 · a startup that handles credit card payments

- Built the enrichment API for credit card records with the data team, letting risk checks resolve a card's identity without a manual lookup. Enriched millions of records per day.
- Designed an async pipeline sustaining 1,000+ requests per second, taking card lookup latency from 150ms to under 60ms.
- Set up the event importing process alongside the data team.

Developer (The Happy Partridge Developer)
@ G.games

Apr 2017 – Jan 2022 · previously known as Gamevy

- Ran XP to the max – TDD, BDD, CI/CD.
- Owned the financial transaction layer, absorbing the double-charge / partial-refund / duplicate-webhook pitfalls that the rest of the team then reused. Handled 1M in-game currency transactions per day.
- Earned the title "The Happy Partridge Developer", which tells you what kind of engineer I was to work with.

> GOLD NUGGET
> Your most important task is to help others accomplish their tasks.

Developer
@ Init Services

Dec 2015 – Apr 2017 · a startup that provides IT services

- Built on a medical platform under real data protection law (GDPR / LOPD), learning where health data and general product data must diverge.
- Created a reusable multi-tenant platform scaffold, cutting client project setup from 6 months to 1 month so teams started from a working tenancy model instead of a whiteboard.

Co-founder
@ **Buala.net**

Oct 2010 – Dec 2015 · a small services company

- Co-founded a services company and learned to sit with customers until they could name the problem behind the request — the part no framework teaches you. Helped more than 10 clients find their real product.
- Took the lean startup methodology from the book into practice: validated assumptions, killed features early.

Education

- Computer Science at MU
    - Ing. Tec. en informática de sistemas.

What I'm looking for

A senior IC role on a small or medium product team, with ownership of a domain and enough decision rights to follow the work from "this is annoying" to "this is shipped and measured." Remote within Europe, or Pamplona.

More about the role I'm looking for →

Contact

If you're building a product and something about it is stuck — a system that won't scale, a process that eats whole days, a team that needs a senior pair of hands to unblock — email me and tell me what's in the way.

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- LinkedIn: https://www.linkedin.com/in/jon-e-eguiluz
- GitHub account: https://github.com/viroide/
- How I work: https://viroi.dev/how-i-work
- What I'm looking for: https://viroi.dev/hire
- This CV online: https://viroi.dev/cv

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