

Nevio Vesić

Staff Software / Protocol Engineer

Distributed Systems · Infrastructure · Rust · Go

Rijeka and Zagreb, Croatia · nevio@inorbit.hr · inorbit.hr · github.com/0x19 · www.linkedin.com/in/neviovesic/

Available from October 2026 for protocol, infrastructure and distributed-systems work in Rust and Go, on a B2B contract through my own company, InOrbit d.o.o.

SUMMARY

Twenty years of software, most of it infrastructure: voice servers and SMS gateways first, then anycast networks carrying real-time traffic at sixty gigabits a second and the kernel work under them, then rollups, bridges and indexers, and for the last two years the RPC layer in front of every network Tenderly serves, about 110 of them. Ten of those years in Go, the last one in Rust.

SELECTED WORK

- One of the first three engineers at Subspace. A Layer 1 to 7 network for the MENA region, built in six months and carrying over 60 Gbps from the start, brought in a contract above \$3M a year and made the next seed round possible. Co-built the TURN anycast network on 150+ points of presence; patent-pending eBPF work.
- At Eiger, an optimistic EVM rollup in Go, taken with the team from first design to production; a WASM port of a Layer 2 node in Go.
- At Eiger, a cross-chain liquidity bridge between Ethereum and Bitcoin on multi-party computation and threshold ECDSA.
- At (Un)Pack, a crawler that peaked above 30k requests a second, feeding 1 to 1.5 TB a day into Postgres and ClickHouse.
- solgo, the first Solidity AST/IR parser in Go with control-flow graphs; open source, used by others since.

EXPERIENCE

Tenderly · Software engineer, network infrastructure 2024–2026 · Remote

Blockchain infrastructure: the RPC layer every Tenderly product runs on, in front of about 110 mainnets and testnets, EVM and otherwise. Backend work in Rust and Go on the systems that carry that traffic, with the SRE and platform teams; the detail is in the full CV. The contract ended in September 2026.

(Un)Pack · Founder 2023–2024 · Remote

My own product: a platform that pulls Ethereum contracts apart at scale (source, AST and IR, bytecode, control-flow graphs), with a discovery service over GraphQL that used language models to say what a contract does and whether it looks like a rug pull. Switched off when the Tenderly work began, because running it cost more than it earned. The libraries stay public.

- Designed, built and ran it alone: crawler, storage, analysis, API and the bill.
- solgo, the first Solidity AST and IR parser in Go, with control-flow graph construction; used by others since.
- A crawler that peaked above 30k requests a second against the chain, feeding one to one and a half terabytes a day into Postgres and ClickHouse.
- Token pricing from pool reserves directly, without Chainlink or a third-party API.

Eiger · Senior software / protocol engineer 2022–2024 · Remote

Protocol work on several chains: a proprietary EVM-compatible optimistic rollup, taken from the first design to production; one of the first WASM ports of a Layer 2 node in Go; and a liquidity bridge between Ethereum and Bitcoin on multi-party computation and threshold ECDSA. Led teams of up to five, ran the research, and wrote the grant proposals that paid for some of it.

InOrbit · Owner 2018–present · Croatia

The company the contracts run through. Subspace, Eiger and Tenderly all contracted it rather than me.

A real-time network company, and I was one of its first three engineers. I wrote the user-space services between the kernel and the control plane, and some of the kernel side in eBPF: IP filtering, packet rewriting, NIC caching, map management. Co-built the first version of the TURN anycast network, live in over 150 points of presence, and the SIP anycast network on Kamailio, plus the Elixir control plane that provisioned tunnels and billed usage from a geo-aware distributed database.

- A Layer 1 to Layer 7 network built in six months for the MENA region, carrying over 60 Gbps from the start; it brought in a contract above three million dollars a year and made the next seed round possible.
- Co-built the first version of the TURN anycast network, over 150 points of presence, and the SIP anycast network on Kamailio.
- User-space services between the kernel and the control plane, and part of the kernel side in eBPF: IP filtering, packet rewriting, NIC caching, map management. A patent-pending contribution on the eBPF design.
- The Elixir control plane that took customer API requests and turned them into IPv4 tunnels, with usage billing from a geo-aware distributed database.

Avaya · Senior software engineer, then front-end services lead

2016–2018 · Croatia

The TelAPI platform after its acquisition, as Zang Cloud and then Avaya CPaaS. Go microservices on the platform first, then the architecture of the new front end and the team that built it, with the security and compliance work: code scanning, HIPAA, GDPR, SOC.

- Led the front-end services team.
- Designed the new CPaaS front end (React, Node.js, Go, Kubernetes, GCP, AWS).
- Did the code scanning and the HIPAA, GDPR and SOC compliance work for it.

TelTech Systems · TelAPI · Senior software engineer

2014–2016 · Remote · New York

Telecom at the protocol level: voice servers on FreeSWITCH and Kamailio, an SMS stack over SMPP with its SMSC and SMSE sides, phone-number and carrier services, and the rewrite of those services from Python to Go. Consumer products on the same plumbing, spoofcard.com and tapeacall.com among them.

- Voice servers on FreeSWITCH and Kamailio; an SMS stack over SMPP with its SMSC and SMSE sides; phone-number and carrier services.
- Rewrote the services from Python to Go, with the team.

TelAPI Adriatica · Director

2013–2015 · Croatia

The Croatian branch, and two engineers in it. Closed when Avaya acquired the parent.

EARLIER

2011–2014 TelTech Systems, web application developer: the CPaaS front end in Zend, its documentation and API explorer; 2011 ClkClk, web developer: the company's SaaS, then its internal administration from scratch; 2010–2011 Adria24, web developer: the internal booking system of a tourist agency, front and back; 2009–2010 In-tech · WebFactory, lead web developer: a book e-commerce platform on WordPress; 2007–2008 Skin29 · Design Strategist, web developer: a CMS later used by several large Croatian companies.

OPEN SOURCE

solgo 2023	A Solidity parser in Go that turns contract source into a structured form you can analyse: the base for detectors, ABI work and standards discovery. github.com/unpackdev/solgo
sourcify-go 2023	A Go client for the Sourcify API: verify a contract, fetch its metadata and sources, check what a chain already knows about an address. github.com/unpackdev/sourcify-go
fdb 2024	A transport layer in front of embedded key-value databases such as MDBX, for the reads a node or an indexer cannot wait on. github.com/unpackdev/fdb
solc-switch 2023	Manages every Solidity compiler version at once and compiles with the right one, concurrently, instead of juggling toolchains by hand. github.com/0x19/solc-switch
go-clickhouse-orm 2023	Model and migration support for ClickHouse in Go, so an analytics schema is versioned like any other part of a service. github.com/0x19/go-clickhouse-orm
gotostruct 2015	Turns a JSON object into a Go struct, as a library and as the public tool that ran at jsonstruct.com . Written because I was tired of doing it by hand. github.com/0x19/gotostruct
disposable 2016	A JSON and gRPC API that answers one question: is this a throwaway email address? Small, public, and in quiet use ever since. github.com/0x19/disposable
goesl 2015	A FreeSWITCH Event Socket library for Go, written in 2015 for the voice work and still forked and shipped by others. github.com/0x19/goesl

LANGUAGES AND EDUCATION

English, Croatian, Bosnian, Serbian, Slovenian. Secondary school, 2000–2003. Everything since, self-taught on the job.