

NICK SHAPIRO

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Senior full-stack engineer with 20+ years of experience building creative, user-facing software. Former founder with a successful exit; combines deep engineering skill with practical ML/AI experience to quickly deliver secure, compelling software.

EXPERIENCE

Game Craftsmen

Founder & CEO

2011–2025

- Founded and operated a profitable browser-game studio with a successful exit; delivered full investor return.
- Built the entire initial product stack: custom full-stack framework, game mechanics, UI/UX, backend systems, and security.
- Designed web games that were honestly fun and built fiercely loyal player communities; some players kept engaging for 10+ years across multiple titles.
- Scaled platform from prototype to 1M+ users and \$3M+ revenue with 24/7 availability.
- Iterated rapidly on new features with player feedback and other inspiration.
- Hired and managed 20+ employees and 100+ freelancers; established engineering processes across the org. Owned infrastructure still in active production under new management.
- Directed and mentored junior engineers with actionable guidance (code pointers, conventions, architectural rationale, iterative reviews).
- This experience has translated well into modern agentic coding workflows.

KlickNation (Electronic Arts)

Senior Software Engineer

2009–2011

- Rebuilt backend infrastructure for scale: led server migration, caching improvements, and major query optimizations.
- Designed, coded and ran game events that spiked every metric.
- Developed A/B tests to iterate on player experience and retention.

Metaweb (acquired by Google)

Software Engineer

2006–2008

- Built application-layer features for Freebase.com, the precursor to the Google Knowledge Graph.
- Developed an interactive web UI for exploring complex structured data at scale.
- Became the go-to engineer for diagnosing and fixing complex, subtle application-layer bugs.

COG1

Engineering Lead

2004–2006

- Led a team of four engineers and owned all technology operations and strategy.
- Built interactive web apps and engagement tools for marketing campaigns for clients including Sony and Snickers.

TryMedia Systems (RealNetworks) Engineer

2003–2004

- Full-stack development for a platform serving 10M+ downloads/year
- Sole owner of the banner-ad system; built and maintained a complex affiliate tracking program.

Earlier Roles

Contract engineer across multiple startups and agencies, including Direct Hit Technologies (Ask.com), Online Partners (100M+ pageviews/month), and Publicis & Hal Riney. Built production systems in Perl, PHP, and Python across diverse environments.

SELECTED PROJECTS

[The Choice Before Us](#) — Grand Prize (\$10K) Future of Life Institute AI Safety Creative Contest; solo-built Typescript incremental game teaching AGI risk concepts.

[Auditron](#) — Multi-agent RL environment built at OpenEnv Hackathon (March 2026); Multi-agent RL environment: supplier agents compete with real incentives to cheat; an auditor agent detects fraud from indirect signals only. All agents adapt simultaneously. GRPO/Unsloth

[Hero Stories](#) — LLM-powered story-generation in a live game with 10,000+ daily PvP battles.

[Document Brain](#) — RAG system (Python, FAISS, LangChain) for ingesting legal docs and answering queries with citations to original sources.

[Dandelions](#) — PyTorch Deep Q-Learning agent built from scratch for a web game.

[OEIS A336748](#) and [A336759](#) — Published in the Online Encyclopedia of Integer Sequences (2020).

TECHNICAL SKILLS

Languages: Python, TypeScript/JavaScript, PHP, Perl, SQL

ML/AI: PyTorch, Deep Q-Learning, Reinforcement Learning, RAG, FAISS, LangChain

Databases: MySQL, Postgres, Oracle

Infrastructure: Linux/Debian administration, Git, monitoring systems, server migration

Architecture: Scaling web services, caching strategies, real-time systems, API design

EDUCATION & PROGRAMS

Recurse Center

MS Computer Science

BS Astrophysics

Michigan State University

Michigan State University

Fall 2023

Spring 2000

Spring 1997