

Benjamin Perez

Full Stack Developer (TypeScript)

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PROFESSIONAL SUMMARY

Full stack developer with four years of experience in TypeScript, React, Next.js, and NestJS. Currently at Enterstep, building a B2B digital onboarding platform for regulated financial institutions. Previously built internal management panels for Minecraft content studios: production tracking, finance modules, and per-team access control. I work with automated testing and continuous integration as part of the process, from data modeling with Prisma and PostgreSQL through to deployment with Docker and Kubernetes.

WORK EXPERIENCE

Software Engineer · Enterstep

June 2026 – Present · Current role · Santiago, Chile (hybrid) · Temporary contract

- I develop and maintain a B2B digital onboarding platform for regulated financial institutions.
- I work end to end on the product: the client onboarding flow, the APIs (REST and GraphQL), the data model, and cloud deployment.
- Small team of four developers including the CTO, plus one QA. There is not much room to leave decisions half finished, so I work with a focus on architecture, code quality, and user experience.

[Next.js](#) · [NestJS](#) · [GraphQL](#) · [TypeScript](#) · [Cloud](#)

Full Stack Developer · Freelance · Internal panels for Minecraft studios

April 2022 – Present · ~4 years · Remote (international clients) · Self-employed

- Built internal panels for four Minecraft content studios (Spring Craft, Rytale, MiraclesMC, and currently Spring Games). Almost always the same underlying problem: track production, reconcile studio finances, and coordinate the team in one place.
- Built the kanban board for the publishing pipeline, with review, certification, and release states, per-project detail, and a team filter that persists as you move between screens.
- Implemented the finance module: partner earnings with a deduction percentage configured per studio, invoices, staff payments, and the monthly billing close.
- Solved data isolation per team with role-based access control, plus internal chat and analytics views for income and expenses with report export.
- Owned the full cycle with no middlemen: requirements with the client, development, deployment on my own VPS (Ubuntu, custom domain, HTTPS with SSL), and ongoing support.
- Two of those studios came back years later for a second version of their panel. At Spring Games I rebuilt the backend from Express to NestJS and kept the frontend on Next.js, preserving the original functionality on a better organized base.

[Next.js](#) · [React](#) · [NestJS](#) · [Node.js](#) · [Express.js](#) · [TypeScript](#) · [PostgreSQL](#) · [MongoDB](#) · [Tailwind CSS](#)

Software Developer · Waypoint Studios

January 2025 – March 2026 · 1 year 3 months · United Kingdom (remote) · Temporary contract

- Developed and maintained Next.js products and NestJS APIs with TypeScript and Prisma.
- Contributed to the code architecture: organization by business domain (DDD), reusable modules, and separation of concerns.
- Worked with a focus on quality: automated testing, code review, and continuous delivery.
- Deployed and operated the services in Docker containers orchestrated with Kubernetes.
- Built internal dashboards and tools, and used the corporate Next.js and NestJS templates to spin up new services on the same base.

[Next.js](#) · [NestJS](#) · [TypeScript](#) · [Prisma](#) · [Docker](#) · [Kubernetes](#) · [DDD](#)

Software Developer · BetBack

January 2024 – March 2024 · 3 months · Chile (remote) · Full-time

- Full stack development in TypeScript for custom client projects (SaaS, platforms, and e-commerce).
- Backend with NestJS; frontend with Next.js and React.
- Live operations features (WebSockets), geolocation, and management dashboards.

[TypeScript](#) · [NestJS](#) · [Next.js](#) · [React](#) · [WebSockets](#)

SELECTED PROJECTS

Studio Finance Hub · [Spring Games](#)

2026 – in development · internal project

Second version of the finance and content management panel for a Minecraft Marketplace content producer. Internal use, not publicly accessible.

[Next.js](#) · [NestJS](#) · [Fastify](#) · [Prisma](#) · [PostgreSQL](#) · [Redis](#) · [Docker](#)

Bedrock.gg · [Waypoint Studios](#)

2025 – 2026 · [bedrock.gg](#)

Web platform for the Minecraft Bedrock community, with content management tools and internal automations.

[Next.js](#) · [NestJS](#) · [PostgreSQL](#) · [Redis](#) · [Stripe](#) · [JWT](#) · [Tailwind CSS](#)

Packager by Waypoint · [Waypoint Studios](#)

2025 – 2026 · [mccreator.tools/packager](#)

Desktop application for Minecraft Bedrock content creators: add-on packaging, visual asset editing, and project syncing.

[Tauri](#) · [React](#) · [Next.js](#) · [TypeScript](#) · [JWT](#)

TECH STACK

Languages: [TypeScript](#) · [JavaScript](#) · [HTML5](#) · [CSS3](#) · [Python](#)

Frontend: [Next.js](#) · [React](#) · [TanStack Query](#) · [Zustand](#) · [Zod](#) · [i18n](#) · [Tailwind CSS](#) · [Bootstrap](#)

Backend: [NestJS](#) · [Node.js](#) · [Express.js](#) · [Fastify](#) · [GraphQL](#) · [JWT](#)

Databases: [Prisma](#) · [PostgreSQL](#) · [Redis](#) · [MongoDB](#) · [MySQL](#)

DevOps & infrastructure: [Docker](#) · [Kubernetes](#) · [GitHub Actions](#) · [Nginx](#) · [Git](#) · [Linux](#)

Testing & other: [Sentry](#) · [WebSockets](#) · [Jest](#)

EDUCATION

Telematics Civil Engineering · [Universidad de Santiago de Chile \(USACH\)](#)

March 2026 – Present · First year in progress · Computer Science

VOLUNTEERING

Volunteer · [JSConf Chile](#)

December 2022 – May 2024 · ~1 year 6 months · Chile

Participated in organizing JSConf Chile · Gave two talks on GraphQL to the JavaScript community · Volunteered during the conference, 2024 edition.

LANGUAGES

Spanish: Native · **English:** Technical functional (in progress)