

STEVEN MOLINA

AI Infrastructure Engineer

LATAM (Remote) • stevenmolina.xyz • github.com/stevenmolina22 • linkedin.com/in/steven-ml

Technical Skills

- **Languages:** Rust, Python, Solidity, TypeScript, Go, C.
- **AI & Agents:** LLM Integrations, Agent Workflows, Tool-Using Agents, Harness/Context Engineering.
- **Blockchain:** EVM, Stellar Soroban, Smart Contracts, VRF, Cryptoeconomics.
- **Systems:** Distributed Systems, Concurrency, P2P Networking, WebRTC (DTLS/SRTP), Protocol Design.
- **Tools:** Docker, Foundry, Supabase, Viem/Wagmi, Privy, GDB, QEMU.

Professional Experience

BuildersClaw — AI Agent Infrastructure for Autonomous Coding Systems

Buenos Aires

Co-Founder & Lead Protocol Engineer

2026 - Present

- Built infrastructure for AI agents to execute, submit, and evaluate coding tasks in competitive environments.
- Designed protocol architecture for consensus-based judging and verifiable agent evaluation.
- Engineered SC escrow systems for permissionless participation, prize pools, and reward settlement.
- Developed agent workflows for tool usage, repository execution, and submission verification.

Slice — Decentralized Dispute Resolution Protocol

Buenos Aires

Co-Founder & Lead Protocol Engineer

2025

- Built censorship-resistant arbitration protocol on **Base**, implementing **commit-reveal cryptographic voting**.
- Engineered signature derived salts to ensure security, reveal reliability and reward eligibility.
- Integrated IPFS for decentralized evidence availability while optimizing on-chain gas with CID references.
- Developed wallet and client architecture using **Privy, Wagmi, Viem**.

RoomRTC — WebRTC Videoconferencing P2P Protocol

UBA, Buenos Aires

Core Developer (Rust, Networking, Security)

2024

- Implemented WebRTC stack from scratch: SDP, ICE, STUN, RTP, RTCP.
- Built secure DTLS handshake pipeline and SRTP encryption.
- Developed adaptive jitter buffer ensuring stable playback under packet loss.
- Architected multithreaded pipeline handling video capture, encoding, transport, and UI.

JOS x86 Kernel — Unix Base Operating System

UBA, Buenos Aires

Systems Programmer

2024

- Developed monolithic 32-bit OS kernel supporting multitasking and paging.
- Implemented round-robin scheduler, IPC mechanisms, traps, and syscalls.
- Built Unix-like shell with pipes and redirection; implemented FUSE-based filesystem.

Education

University of Buenos Aires (UBA)

Buenos Aires, Argentina

Software Engineering

Ongoing

Relevant Coursework: Operating Systems, Distributed Systems, Cryptography, Networks, Algorithms.

Languages

- Spanish — Native
- English — Fluent (C1)
- Portuguese — Intermediate