

Dylan Molina

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Backend / infrastructure engineer with 4 years shipping production systems across creative tooling, ML infrastructure, and full-stack product engineering. Built and operated Comfy Workflows to 60k+ users, raised \$75k, contributed to Lexica's frontier image/video model work, and built Lorai, a paid web-based LoRA training and image-generation product that reached \$300+ MRR.

Skills

Languages: Python, TypeScript, JavaScript

Backend: FastAPI, PostgreSQL, Redis, RabbitMQ, Elasticsearch, Supabase, REST APIs, job queues, search/discovery systems

Infrastructure: Kubernetes, Modal, Cloudflare, Docker, Git, Bash, uv, rclone, FFmpeg

Data / ML Systems: PyTorch, Pandas, NumPy, Parquet, img2dataset, video2dataset, W&B, dataset pipelines

Frontend: Next.js, React, HTML, CSS, Tailwind CSS

Experience

Corner

Sep 2025 – Feb 2026

Software Engineer

New York, NY

- Built and maintained internal content-generation tooling, including queueing, render-pipeline, and admin workflows that supported social campaigns generating millions of impressions across TikTok and Instagram.
- Trained and deployed quality-curation models to the production Corner app serving tens of thousands of users.
- Built backend services, including a perceptual hash image-deduplication pipeline for place photos, reducing duplicate images caused by import workflows and improving the photo browsing experience in the Corner app.

Lexica

Apr 2024 – Jun 2025

ML / Software Engineer

San Francisco, CA

- Built dataset-engineering pipelines for generative image and video model training, including video ingestion, deduplication, captioning, filtering, and sharded training-data preparation for large-scale multimodal datasets.
- Supported training of large-scale generative image and autoregressive video models by improving dataset quality, labeling workflows, and training-pipeline inputs.
- Built internal tooling for high-speed image and video labeling, including pairwise-ranking workflows for the team and AI-augmented video-captioning tools.
- Built internal tooling for GPU power and utilization analysis across a cluster of 8 H100 GPUs.

Comfy Workflows

Oct 2023 – Apr 2024

Co-Founder / Software Engineer

San Francisco, CA

- Co-built and operated a GitHub-for-ComfyUI platform to 60k+ users, thousands of dollars in MRR, 800+ GitHub stars, and nearly 10k Discord members.
- Contributed to backend systems using FastAPI, PostgreSQL, Redis, and Modal workers for workflow storage, search/discovery, and remote GPU execution.
- Built product features for generative-AI workflow sharing, enabling users to search, inspect, fork, and run ComfyUI workflows remotely.
- Improved workflow discovery and browsing performance with pagination/infinite loading, database indexes, materialized views, and query-level optimizations.
- Raised \$75k from f.inc.

Lorai

Jul 2023 – Oct 2023

Founder / Software Engineer

San Francisco, CA

- Built and monetized a browser-based SaaS product for training Stable Diffusion LoRA models from user-uploaded image datasets, replacing a manual Python-script workflow with paid training jobs, safetensors downloads, and in-app image generation.
- Built the backend workflow for paid LoRA training jobs: dataset upload, payment-gated job creation, credit accounting, asynchronous Modal GPU execution, status polling, artifact delivery, and in-app image generation.
- Implemented FastAPI endpoints and Modal workers for multiple Stable Diffusion training targets, including SD 1.5 and SDXL, with pricing tied to model size and GPU cost.
- Launched from a weekend prototype that went viral on r/StableDiffusion, converted early paid users through a \$5 training flow, and grew to thousands of users, hundreds of thousands of impressions, and \$300+ MRR.

Baro Capital

Founding Engineer

Nov 2022 – Feb 2023

Remote

- Built the React frontend and Solidity smart-contract backend for a financial-inclusion product focused on decentralized finance in Mexico.

Selected Projects

art.sol — Rust, Solana, React

Built a crypto-native patronage platform where artists could sign in with wallets, publish work, receive votes, and accept SOL tips. Wrote Solana programs in Rust and built the React frontend for posting, discovery, and donations.

Flywheel — Custom leaderboard builder and embeddable widget

Built a Typeform-esque product for organizations to create, configure, and share custom leaderboards with hosted public pages, branded themes, signup forms, admin views, and configurable ranking logic. Added an embeddable npm package after customer requests, allowing companies to render leaderboards inside their own apps and customize styling and ranking behavior.

Education

Buildspace — Startup & Programming Accelerator

S1, S2, S3, S4, and SF1 graduate. Built several software products over 6-week sprints with hundreds to thousands of real users. SF1 residency: built an AI SaaS product with thousands of users and paid revenue.

Self-directed CS foundations — Operating systems, databases, distributed systems, systems programming. 2026.