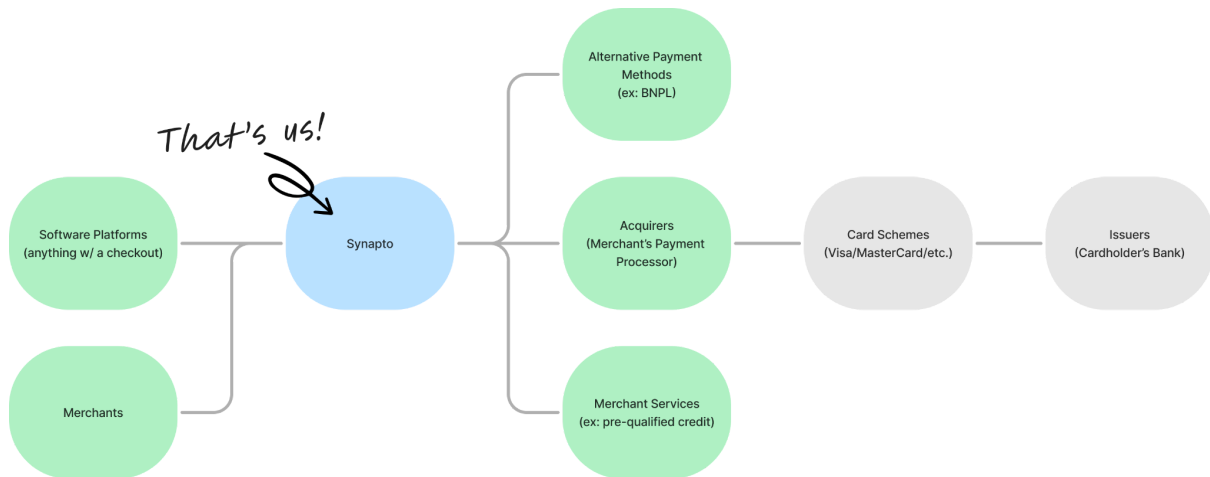


Software Engineer @ Synapto

About Us

We're an early-stage payments company connecting the dots between merchants, software platforms and acquirers.



We help **acquirers** win against tech-enabled competitors, **software platforms** monetize their merchant's payments, while also giving **merchants** lower transaction costs, easy access to capital, and a frictionless finance experience.

About the Role

You'll work in a small and capable core team, together we will deliver key unlocks like:

- A checkout page with multiple payment methods, such as card payments, financing, and open banking.
- A merchant app showing transactions, settlements, billing, terminals, balances, merchant financing and other value-add services.
- A merchant/developer portal with observability, key management, external facing API's (like payment link generation, recurring payments, transactions, etc.).
- A terminal app ([S1F2](#)) capable of handling split payments, financing, etc.
- Integrations w/ software platforms to ensure merchants can adopt us w/o disrupting key business processes.

You'll work directly with the CTO and a mobile engineer to deliver live payments infrastructure, in good quality, on-par with (and eventually surpassing) leaders like [Dojo](#) by 2025Q2. We'll begin working closely with 5 small merchants for a pilot, fast-follow to 50 to prove scale, leading to a full launch with our channel partners, and future extension.

About You

Track record of building zero-to-one, curious, excited about making a high-quality product from scratch w/ a seasoned team, in a no-fluff way.

If this describes you, we're looking for you:

- *Critical Thinking*: you think about engineering and product decisions and seek a clear understanding of what we're building, for whom, and why.
- *Empathy*: you care for the user, their context and needs, whether that's your colleague reading your code, a developer using our API, a hard working merchant using our app, or a customer paying through our checkout.
- *Engineering Productivity*: given a new technology or unknown problem space, you understand what is the right amount of research before building a solution; balancing lead time to a working solution and technical polish.
- *Distributed Systems Thinking*: you intuitively factor in different failure modes that inherently exist in a distributed setup, taking into account impact on availability and consistency.
- *High Agency*: you own projects end-to-end, navigate your way around obstacles (but reach out for help when you need it), communicate risk, and deliver.

Good to Know

We operate remotely, keep track with weekly stand ups and monthly one-on-ones. We build with process appropriate for our scale, tackling high-level, tangible unlocks with clear constraints, allowing freedom for the builder that comes with the expectation of understanding the end user and the business case.

Operational constraints:

- No bozos, no assholes.
- Small, but excellent team.
- Ship tangible features, iteratively.
- Strong feedback loop w/ end users.
- [Build half, not half-assed](#) (minding [hidden cost](#)).

Technologies:

- infra: GCP, Cloud Run, Postgres, Clerk, Posthog
- back-end: Java (23), gRPC, jOOQ
- front-end: TypeScript, gRPC, Vue, TailwindUI
- mobile: Flutter, gRPC
- org: Slack, GSuite, GitHub

Benefits

Competitive salary and equity, bi-annual offsites, a proper mac, smart colleagues, and most importantly, an opportunity to build something useful, in good quality, from scratch, and scale it to a full blown merchant bank in a few years.

We are not open to hiring anyone without a meaningful stock package, if you help us win, you should win too. Startups are obviously risky, typical exits from adjacent companies with the stock packages we offer range from € 500,000 to € 2,500,000.

Everything else (vacation days, etc.) should match your market, if you have any questions you're welcome to come talk to us!

Contact Us

Your point of contact for this role is Dániel Gulyás <dani@synaptopay.com>, please apply with your CV via email.