SKILLS

Programming: Go, C/C++, Java, Python, JavaScript, Clojure, Ruby, Erlang

Frameworks: BeeGo, Echo, Twirp, Krakend, Node.JS, Django

Storage: Postgres, MySQL, MongoDB, Redis, Kafka

Infrastructure: Linux, AWS, Google Cloud, Kubernetes, CicleCI, Istio, Terraform, Jenkins

PROJECTS

Chatic: Currently under-development, personal project of a mobile app that will allow people to connect and chat with random people in their local area.

Space Battlegrounds: Facebook instant game made from scratch (both the client and server) in three days during a Hackathon at Wildlife Studios. The game reached about 100k users on the first month after launch.

Evita: An app for checking drug interactions between Brazilian commercial drugs. The app was made for iOS and was available to purchase on AppStore.

EXPERIENCE

SENIOR SOFTWARE ENGINEER • TOPTAL • 2018 - CURRENT
• Working on a variety of software engineering and infrastructure projects.

SENIOR SOFTWARE ENGINEER • STOCKTWITS • 2021 - 2023
• Spearheaded the development and maintenance of the portfolio service.
• Designed and developed a leaderboards system; leveraged complex performance calculation algorithms (such as TWR, MWR, etc.) and real-time data processing to compute and rank users accurately.
Tech: Go, Postgres, Microservices, Architecture, AWS Lambda, API Development

SENIOR SOFTWARE ENGINEER • RAPPI • 2020 - 2021
• At the Simulations & Experiments squad, helped in the development of an online simulation tool that would allow Business Intelligence to run experiments and validate hypothesis • Improved the performance of such simulations by 70% making use of better data structures and algorithms.
• Moved to the Assign team to help them design and build a new architecture for the order-courier assignation system, focusing on scalability, reliability and maintainability.
Tech : Go, Postgres, Redis, MongoDB, Kafka, Echo

SOFTWARE ENGINEER • STRING AND KEY • 2019 - 2020
• Helped design the architecture for a built-from-scratch banking/trading application • Developed APIs, wrappers, libraries and integrations with third party services such as Xignite, Apex and Plaid.
Tech : Go, Postgres, AWS S3, SQS, CircleCI, Krakend

SOFTWARE ENGINEER • WILDLIFE STUDIOS • 2017 - 2018
• Worked on the back end of very successful games such as Sniper 3D, Castle Crush, War Machines, and War Heroes – implementing new features, fixing bugs, monitoring and providing maintenance. All these games combined make up more than 2 billion downloads.
Tech : Go, Postgres, Node.JS, Pomelo, Kubernetes, Jenkins

EDUCATION

M.SC. COMPUTER SCIENCE • 2023 – 2024 (EXPECTED) • UNIVERSITY OF SAO PAULO
Areas: Software Engineering; Distributed Systems; Microservices.

B.SC. COMPUTER SCIENCE • 2017 • FEDERAL UNIVERSITY OF PERNAMBUCO
GPA: 7.8 (of 10.0) – Activities: Teaching Assistant for the Data Structures & Algorithms course • Member of the ICPC team