

Daniel Marinho Gonçalves

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Skills

- JavaScript | TypeScript | Node | Vue | Express | NestJS | Jest | Redis | MongoDB | Postgres | Neo4j | RabbitMQ | GraphQL | Apollo | Git
- Google Cloud Platform | Heroku | Vercel | Firebase | Docker | CI/CD | SonarQube | GitHub | GitLab | Apollo Studio | DataDog | NewRelic
- Frontend | Backend | Full-Stack | English | Portuguese

Experience

Software Engineer II

[Gupy](#)

São Luís, MA, BRAZIL

Jun/2022 – Aug/2023

- Spearheaded the development of a content delivery service, harnessing a graph database to achieve precise preference matching. Leveraged a tech stack including **TypeScript**, **NodeJS**, **NestJS**, **Redis**, **Neo4j**, and **GCP**, enforcing best practices with robust automated testing (**Jest**) and streamlined pipelines (**CI/CD**).
- Proactively monitored and optimized various APIs using **Datadog**, **Cloud Logging**, **New Relic**, and other cutting-edge observability tools, to continuously ensure system health, lifespan, and performance by identifying and mitigating failures and bottlenecks.
- Pioneered an event-driven architecture, enabling seamless asynchronous communication among services with remarkably low latency and unparalleled availability, through the implementation of a publisher/subscriber model utilizing **RabbitMQ** and **GCP**.

Software Engineer

[Niduu](#)

São Luís, MA, BRAZIL

Nov/2019 - May/2022

- Simplified the back-end architecture by crafting an API Gateway through **GraphQL's** Apollo Federation, consolidating disparate **NodeJS** services from diverse domains into a unified endpoint, reducing API spaghetti and query complexity.
- Engineered a Meetup-style service facilitating employee event scheduling and room reservations in real-time, using **Firebase** notifications, and generating reports using **NoSQL** databases, empowering seamless collaboration and productivity enhancement.
- Crafted a gamified learning feature in **Flutter**, utilizing **Firebase** for real-time data synchronization, cultivating healthy competition among employees, and fostering continuous skill enhancement.

Full-stack Developer

[Terra Viva](#)

São Luís, MA, BRAZIL

Aug/2018 - Oct/2019

- Crafted a bespoke Customer Relationship Management System (CRM) using **VueJS**, **Heroku**, and NoSQL Databases (**Firestore** and **MongoDB**) to streamline sales pipeline management and employee workflows, enhancing sales efficiency.
- Orchestrated the creation of multiple Landing Pages using **NuxtJS**, hosted on **Vercel**, seamlessly integrating these pages with internal systems to bolster the sales team's contract follow-up and back-office operations.

Systems Engineer

[Universidade Estadual do Maranhão](#)

São Luís, MA, BRAZIL

Apr/2016 - Jul/2018

- Collaborated on the successful implementation of a groundbreaking Integrated Academic Activities Management System at the university, catalyzing enhanced productivity for 1800 employees and benefiting 47,000 students.
- Innovatively designed and deployed multiple APIs, harnessing **PHP** (Laravel) and **NodeJS**, seamlessly integrated with a **MySQL** database, fortifying diverse web applications.
- Expertly orchestrated comprehensive on-premises hosting and management of the project infrastructure, providing dedicated service to the university's rector, 750 employees, and 1200 professors.

Full-stack Developer

[FAPEMA](#)

São Luís, MA, BRAZIL

Mar/2015 - Oct/2015

- Collaborated on the development and deployment of a **Java-based** management platform designed to assess research grant applications and facilitate submissions for new grants, serving the entire statewide Scientific Community.

Software Developer

[Banco do Brasil](#)

São Luís, MA, BRAZIL

Ago/2013 - Jun/2014

- Actively contributed to the engineering team in enhancing and maintaining internal systems for the second-largest bank in Brazil.
- Developed several automation scripts using **Visual Basic** to perform updates on historical transactions used around the country.

Education

Bachelor of Science

[Faculdade Pitágoras](#)

São Luís, MA, BRAZIL

Jan/2011 - Dec/2015

- Major in Computer Science
- GPA 3.5/4