# 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 | Jest | SonarQube | GitHub | GitLab | Apollo Studio | DataDog
- 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 spaghettis 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 a healthy competition among employees, 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.

#### **Software Developer**

State University of 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.

#### **Software Engineer**

**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 Engineer**

**Bank of Brazil** 

São Luís, MA, BRAZIL

Jul/2013 - Dec/2013

- 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**

Pitágoras University

São Luís, MA, BRAZIL

Jan/2011 - Dec/2015

Major in Computer Science

**GPA 3.5**