Daniel Arvelini Nordhausen

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Software Engineer

Skilled Software Developer with a broad range of expertise encompassing Amazon Web Services (AWS), API development, Full Stack, Requests, software engineering, XPath, Web and Mobile App development, SAP, Selenium, Unit Testing, Python Programming, Web Crawling solutions, Automatic Testing, OpenCV, Windows Azure Platform, Cloud Computing, Data Validation, Data Lake, PostgreSQL, MongoDB, Node.js, Business Logic, Vue.js, SAP ERP, JIRA, C#, GitHub, Google Cloud Platform, and Flutter. Daniel has successfully engineered hyperscale SAP and cloud solutions for international companies, leading cloud migration projects and demonstrating proficiency in developing and deploying automation crawlers and APIs. He has a strong track record in software application development, excelling in automated testing methodologies and unit testing and utilizing diverse tech stacks tailored to project requirements. Daniel has also demonstrated crisis management skills in resolving Disaster Recovery situations and possesses experience in DB2, Database Administration (DBA), and Job Control Language (JCL).

RELATED EXPERIENCE

Software Engineer (contract)**,** Lemongrass Cloud Consulting*, Reading, England – UK (remote)*
2023/05 – Present

- Engineered hyperscale SAP and cloud solutions utilizing Python, Go lang, Azure, AWS, and APIs.
- Achieved cost reduction, increased resilience, and automated tasks to facilitate the migration of large international companies to the cloud environment using Python.
- Analyzed and addressed single points of failure in the systems.
- Developed Back-End software from scratch to production using Python, AWS, PyTest, Flask, Rancher, and Swagger.
- Implemented Cloud-Based Apps using Azure DevOps, involved in creating and updating Azure Pipelines, Releases, and CI/CD integrations.
- Collaborated in adhering to Clean Code and Clean Architecture practices, creating and maintaining microservices with various architectural patterns using Kubernetes and Docker.
- Managed time and resources effectively in the development of software applications to meet project requirements.
- Implemented automated testing and unit testing methodologies to validate data and ensure the reliability of Azure pipelines.

Senior Automation Python Engineer (contract)**,** *[Oneflow](), São Paulo, SP – Brazil (remote)*
2022/08 – 2024/03

- Managed financial operations in the Brazilian market, focusing on invoices and accountability across 2000+ cities.
- Worked with diverse custom systems specific to each city for invoice generation and tracking.
- Integrated invoices with company databases, incorporating national registration data, accountability, state taxes, national taxes, municipal taxes, and bank account details.
- Automated order of payment processes through REST APIs or crawlers using Python.
- Returned JSON or XML data about payments, invoices, and companies to an internal REST API for tax calculation and integration into the final cost.
- Designed, developed, and deployed automation crawlers and REST APIs for automating invoice generation across all cities in Brazil.
- Employed Github and Git for version control.
- Implemented automation and testing solutions using Playwright and Selenium to AWS using Docker.
- Conducted Automated Testing and Unit Testing to validate captured data, leveraging Requests and Selenium for a comprehensive validation process.
- Utilized AWS, Requests, XPath, and Selenium to develop Web Crawling solutions, automating client workflows and collecting data.
- Utilized Docker to containerize Python applications, ensuring consistent and reproducible environments for development, testing, and production.
- Implemented Computer Vision techniques with OpenCV and Pillow to enhance images and interpret missing data in the web crawling process.
- Automated Testing and Unit Testing for validation of captured data using Requests and Selenium.
- Cultivated Agile Methodology with Scrum, Kanban, and XP.
- Designed CI/CD using GitHub Actions and AWS CodeDeploy.
- Skills: Python, Amazon Web Services (AWS), AWS Lambda, Amazon DynamoDB, Selenium, Docker, Requests, Playwright, SQL

Founder, *[Arvelini](), Americana, SP – Brazil (remote)*
2022/07 - 2024/03

As a sole proprietor, provided Full stack software engineering services to worldwide clients using Python, Flask, AWS, PostgreSQL and GitHub. Developed and deployed Web Cloud solutions and Mobile Apps.

Full stack Developer, *[Zoox Smart Data](), Rio de Janeiro, RJ – Brazil (remote)*
2022/02 – 2023/03

- Designed and integrated REST APIs to capture and process large volumes of data from Data Lake.

- Developed and deployed APIs using Python Flask and MongoDB, UI with JavaScript Vue and Node JS for data consulting.
- Integrated Docker into CI/CD pipelines, automating the build and deployment processes for Python applications.
- Utilized Python Flask and PostgreSQL/MongoDB for Back-End development.
- Employed AWS, Node.js, and Vue.js for API deployment.
- Generated and used AI TensorFlow models based on fetched data. Extracted business relevant data using Pandas.
- Trained and supervised in-house back-end developer staff, facilitating their learning of tools and workflow.
- Designed, programmed, and launched innovative templates to enhance UX for customers.
- Extracted nationwide data by developing APIs and processed it through business logic.

Senior Computer Programmer, *[Kyndryl](), Hortolândia, SP – Brazil (remote)*
2021/09 – 2022/02
- Translated complex technical issues into understandable language for non-technical users.
- Leveraged Python, Business Intelligence (BI), and REST APIs to optimize the team's daily workflow.
- Designed and developed an API connecting IBM's mainframes with Slack and Ansible Tower, automating and easing Operator's workload using Python.
- Collaborated in the design, development, and testing of Python code for Kyndryl, utilizing IBM Cloud technologies.

Computer Operator and IT support, *[IBM](), Hortolândia, SP – Brazil (remote)*
2020/04 – 2021/08
- Worked as a Python Developer, automating IBM workflow using REST APIs and Ansible Tower for increased efficiency and streamlined processes.
- Analyzed first-level problems, resolved issues, and provided direction when necessary.
- Dealt with and resolved Disaster Recovery (DR) situations, showcasing crisis management skills.
- Possessed experience with DB2, Database Administration (DBA), and Job Control Language (JCL).

PROJECTS
Invoice automation engineering for all Brazilian cities
2022/08 – 2024/02
Description: Designed, developed, and deployed automation crawlers and APIs to automate invoice generation for all cities in the entire country of Brazil. Each city has its own system and automation was adapted for each. Used Python, Flask, Docker, AWS, Selenium and Playwright.

Any Brazilian company data and score consulting API and UI

2022/02 – 2022/09

Description: Developed and deployed APIs with Python Flask and MongoDB, UI with JavaScript Vue and Node JS. With the objective of getting, cleaning, and processing data from PostgreSQL and AWS Redshift, as well as Third-Party APIs. Used data to feed a Python ML model and return data from the searched company as well as insurance score.

Mainframe API automation

2021/06 – 2022/02

Description: Designed and developed a Python API connecting IBM's mainframes with Slack and Ansible Tower to automate and ease Operator's workload. It resulted in a quicker and more reliable Operator-client problem resolution.

EDUCATION   (International Evaluation **WES ECA 5653936IMM**)

Postgraduate: Artificial Intelligence and Machine Learning, _UNISAL_, _SP – Brazil_

2021/02 – 2022/05

Main project: IBM Cloud _Customer Experience BOT_

Project Description: BOT serves as an assistant to customers by automating scheduling tasks.

Bachelor: System Analysis and Development, _Faculdade De Tecnologia De São Paulo_, _SP – Brazil_

2019/08 – 2022/06

Main project: Food ordering Flutter Mobile app

Project Description: App that registers customers' orders and registers employees to add products. Used Dart language, Firebase real-time database and Android Studio.

Bachelor: Digital Games Design, _Pontifícia Universidade Católica de Campinas_, _SP – Brazil_

2016/08 – 2019/12

Main project: Unity Mobile Game (2.5D Space Shooter)

Project Description: 2D space shooter using Unity Engine, C# and MongoDB. Deploy on Play Store.

REFERENCES Available upon request   **2024/03**