

Denize Bassi Figueiredo

Joinville, Brazil | +55 (47) 93505-1914 | denize.f.bassi@gmail.com | [LinkedIn](#) | [GitHub](#)

Languages: Portuguese (native), English (advanced), French (basic reading), Japanese (basic reading/writing)

Professional Summary

Fullstack Software Engineer specializing in C#/.NET and .NET Core, with solid experience in SQL Server, MySQL, and ORM frameworks such as Entity Framework.

Strong background in cloud environments (AWS, GCP), Infrastructure as Code (Terraform), and CI/CD pipelines (GitHub Actions).

Proficient in Python, PHP, and Vue.js, with hands-on experience using Docker, applying design patterns (DDD, MVC, Factory), and optimizing system performance.

I'm passionate about creating scalable, high-performance software that integrates automation, cloud, and AI to deliver measurable business value.

Professional Experience

AD Digital – *Software Engineer / Media Solutions Analyst (TV Globo)*

Sep 2024 – Present | Remote – Brazil

Tech stack: Python, Google Cloud, Vision AI, Cloud Storage

- Leading development and deployment of the Cognitive Asset Manager (CAM) – an AI-driven platform automating media archiving and metadata generation for Globo's content library.
- Collaborating with cross-functional teams to design scalable architectures and streamline digital asset curation.
- Developed and maintained Python scripts for ingesting and processing media files in Google Cloud Buckets.
- Integrated Vision AI for automatic video tagging, enabling faster retrieval and improved metadata accuracy.

Key Achievements:

- Reduced content cataloging time through full automation of video processing workflows.
 - Contributed directly to the adoption of AI technologies within Globo's innovation ecosystem.
-

BRCondos – *Full Stack Web Developer (.NET / C# / Vue.js)*

Jan 2023 – Sep 2024 Joinville, Brazil

Tech stack: C#, .NET Core, ASP.NET MVC, Vue.js, SQL Server, GitHub Actions

- Developed full-stack web applications integrating frontend (Vue.js) and backend (C#/.NET).
 - Migrated legacy components from Knockout.js to Vue.js, improving maintainability and user performance.
 - Implemented asynchronous fiscal integrations (EFD-Reinf/SPED), enhancing system reliability and response time.
 - Mentored junior developers on clean code, architecture, and business logic.
- Key Achievements:
- Improved application performance and stability in critical financial modules.
 - Achieved early promotion and recognition for technical ownership and delivery quality.
-

TV Globo – Broadcast Systems Engineer (Signal Transmission)

May 2014 – Oct 2019 | Rio de Janeiro, Brazil

- Managed and configured audio/video transmission links via fiber, satellite, and IP for live broadcasts.
 - Operated and maintained encoders/decoders, ensuring real-time reliability during major events such as Copa América 2019.
 - Led signal monitoring and troubleshooting, supporting live operations under high-pressure environments.
- Key Achievements:
- Ensured uninterrupted broadcast signal delivery for nationwide events.
 - Recognized for technical precision and rapid problem resolution in live transmission workflows.
-

Education

UNISOCIESC – B.Tech. in Game Development (in progress) - Jan 2023 – Jul 2026

Lemos de Castro – Technical Diploma in Electronics - Feb 2012 – Dec 2012

Paralelo – Technical High School in Business Administration - Feb 2006 – Dec 2008

Technical Skills

Languages: C#, Python, C++, PHP, JavaScript

Frameworks: .NET, .NET Core, Vue.js

Databases: SQL Server, MySQL

Cloud & DevOps: AWS, GCP, Docker, Terraform, GitHub Actions, CI/CD

Architecture & Design: DDD, MVC, Factory, Clean Code

Tools: Git, Jira, Confluence, SVN

Concepts: Infrastructure as Code, Performance Optimization, Asynchronous Systems

Projects

- **Patient Triage System (C++)** – Hospital queue management simulator with priority logic.
 - **Sound-controlled Switch (Electronics)** – Embedded system prototype for energy automation.
 - **WebApp Escrow Platform (Stellar Ecosystem)** – Blockchain-based escrow for online transactions.
 - **Ad Listing WebApp** – Marketplace-style platform for item listings.
 - **Indie Game (Godot/Pygame)** – Academic project exploring AI and game physics.
-

Certifications

- Perfect Memory Platform Manager I & II
 - Terraform Essentials
 - Microsoft Foundational C#
 - Dev>DevOps Program
 - Bootcamp WEX – .NET & QA Development
 - Cisco Networking Academy – Cybersecurity Essentials
 - Web Developer (PHP)
 - Process Management
 - English Language (W10 School)
-

✅ Highlights for international recruiters:

- 6+ years of progressive technical experience (Broadcast → Software Engineering).
- Strong in **.NET ecosystem**, **Cloud**, and **AI integration**.
- Proven adaptability to multidisciplinary environments (Media, SaaS, Innovation Labs).
- Fluent in English and familiar with North American academic standards (Seneca College, Canada).