

LUAN GOEDERT

Software Engineer

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🔗 <https://github.com/LuanGoedert> 🗺 Remote - Brazil (GMT -7 to GMT +3)

SUMMARY

5 years of experience working with C#. I have built web applications for a North American-based bank, and one of Brazil's top 15 retail companies.

I have worked on global and diverse teams, dealing with stakeholders from the USA, Europe and India, creating multi-region high-availability solutions for the past 2 years.

Over the past 2 years, I have pursued game development as a personal passion and as a hobby, which led to the release of my own game on Steam, [keep of the knights](#).

EXPERIENCE

Software Engineer

WEX – Global fintech automating payments and reconciliation across 200+ countries.

📅 04/2023 - Present 🗺 Remote

- Led the development of a modern card management application involving vendors, cards, transactions, suppliers, users, dashboards, and payments, using C# for the BFF and backend, and TypeScript with Angular for the frontend, using Microsoft SQL Server and DynamoDB as databases.
- Added logging to the services using AWS for monitoring.
- Utilized shared libraries for features that were used in more than one project, improving project management.
- Integrated the new card management system with the old monolith to follow business rules and ensure continuity and data consistency.
- Designed and developed a project that connects with AWS DynamoDB for storing user preferences in our app, dynamically storing preferences for every page (cards, transactions, etc.).
- Established testing protocols for integration, automation, and load testing to ensure good code coverage and maintain strong system performance.
- Assisted my team in refining development tickets by designing application flow diagrams for systems scheduled for future upgrades, contributing to clearer implementation strategies and improved planning.
- Created flow architecture diagrams to help the team understand the projects we will be working on.

Software Engineer

Havan - Top 15 Retail Company in Brazil

📅 09/2020 - 03/2023

- Led the development of a store inventory auditing application that managed the daily tracking of hundreds of thousands in merchandise across all 170 of the company's stores, using Kotlin with Android Studio for the frontend, C# for the backend, and SQL Server as the database.
- Collaborated closely with the Product Owner to refine and plan new initiatives, ensuring clear alignment on expectations and goals.
- Mentored junior developers, enhancing their technical skills and team integration.
- Managed and monitored deployments of our applications.

EDUCATION

High school graduate

E.E.B.Pe João Stolte (Botuverá-SC)

LANGUAGES

Portuguese



English



SKILLS

C# .NET .NET Framework

API Development Microsoft SQL Server

JSON Unity Git Azure CI/CD

Microservices Architecture BFF

Rest Agile Development Angular

GitHub RFID Typescript Kotlin

Android Studio

COURSES

Algorithms and Programming Logic - The COMPLETE Course(Portuguese-Udemy)

COMPLETE C# Object Oriented Programming + Projects(Portuguese-Udemy)

C# programming language - Advanced(Portuguese-Udemy)