

Belo Horizonte - MG
Brasil

Lucas Zatta

(55) 27 99843-1002
lucassantoszatta@gmail.com
linkedin.com/in/lucaszatta
github.com/LucasZatta

Employment

Software Engineer **Vetta** **March 2023 - May 2024**

- Improved overall application performance by refactoring internal library components from Mobx MVVM pattern to React hooks.
- Facilitate overall internal workflow by implementing new CLI features using Node.js that helped other developers.
- Helped improve team's time spent on task by doing extensive documentation work detailing components behavior and existing technical debts.
- Helped implementing unity tests using Jest, minimizing debug task and therefore improving team delivery.

Backend Software Engineer **Studio Sol** **September 2021 - October 2022**

- Built and maintained APIs with large userbase(+50M users). Using Golang and high standard software engineering practices in order to implement a robust code base, with unit tests to ensure application works accordingly.
- Worked with cutting-edge monitoring tools like Grafana, APMs, Prometheus and InfluxDB in order to store performance metrics and gain valuable insights into product behavior.
- Helped design, build and maintain a trustworthy, scalable and efficient Event Driven Microservices that handled payment operations.

Fullstack Developer **ElQuarto** **November 2020 – August 2021**

- Designed and built an Event Driven service for real time PIX payment operations using Go and websockets. Implemented monitoring tools alongside the payment pipeline to store performance metrics.
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Software Engineer Intern **Radix** **October 2019 – April 2020**

- Helped developed several features for a variety of projects. Using C#, Python, Javascript and Vue.js.

Education

**Centro Federal de Educação
Tecnológica de Minas Gerais** **Bachelor of science in computer
engineering** **August 2017 – December 2024**

Technical Experience

Projects

- **Automated Twitter Bot** (2020). An always on duty application implemented using Python. Every hour, the application uploads a frame from an animated series episode to a Twitter account using the Twitter Api.
- **Rua 404** (2023 - Currently). An Augmented Reality Game that interacts with street art. Written in Go as my bachelor degree thesis.

Languages and Technologies

- GO; Kubernetes; GraphQL; Docker; gRPC; TypeScript; Python; C; C#; React; Vue; Java;
- Grafana; Prometheus; MariaDB; InfluxDB; MongoDB; Redis; Memcached; Postgresql
- AWS; GCP; Kafka; Terraform;