Marcelo Boeira

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Summary

Senior Engineer with 6+ years of experience working on large-scale web applications used by companies such as Globo.com, Walmart, Samsung, Toyota, Otis, and 3M.

Currently, leading the dynamic pricing topic at Movinga, focusing on learning about high-available distributed applications, applied Machine Learning and data pipelines.

Passionate about software that makes an impact, clean code, testing and open source.

Education

Electrical Engineering, University of the Sinos Valley

São Leopoldo, Brazil — 2012-2016**

Professional Experiences

Senior Software Engineer, Movinga GmbH

Berlin, Germany — 10/2016-11/2017

Movinga is Europe's leading online moving service. Our mission is simple: to provide the best end-to-end moving experience.

Currently, I am taking the lead on refactoring and scaling the Pricing API along with our price experts and a great tech team. We have to create abstractions for a dynamic pricing model that has to cover a huge amount of mutable factors, including regionality, seasonality, capacity, urgency and so on.

Software Engineer, Globo.com

Porto Alegre, Brazil — 06/2015-09/2016

Globo is South America's biggest broadcast network and the second-largest commercial TV network in annual revenue worldwide, just behind the American ABC.

As a backend engineer in the videos team, I handled modeling, background processing, microservices, scalability and availability issues on daily basis. Building a trustable and scalable publishing platform for videos. During my time at Globo, I participated on the definition of the interviewing process, hiring of new developers, team-building and cultural related activities.

Software Developer, PrimeSystems
Porto Alegre, Brazil — 05/2014-06/2015

PrimeSystems is a Brazilian Leader in BPM Software, providing excellent technologies for companies that required mobile management of their employees.

At Prime, I worked as a FullStack Engineer, creating end-to-end features, from the backend and deployment up to front-end. We had about 3 large applications and our APIs were serving content for more than 50k users. Under SCRUM, we were able to be very productive and direct, we had very well-defined tasks, but the tech department was far from the decision making of the product.

Technical Writer / Content Creator, iMasters
São Paulo, Brazil — 2012-2015

iMasters is the biggest web development community in Brazil.

As an independent content creator, I've worked on video tutorials for software development tools and frameworks such as Javascript, jQuery, Node, Ruby on Rails, and git.

Lead Developer, Nucleo Sistemas
Caxias do Sul, Brazil — 04/2012-06/2013

Nucleo Systems was a small software company in the south of Brazil. Focused on ERPs for Wine factories, it had a great group of clients being the first to provide such solutions for the Brazilian market.

At the time I've joined, all solutions were desktop based, making the setup expensive to the customers, maintenance and release cycle difficult for the company. In order to avoid that, we have decided to start a new cloud-based SaaS and migrate our clients, reducing the need for specific hardware and licenses. Also, making it easy to access from anywhere, improving the release cycle and maintenance.

Junior Developer, LOHR Electronic Systems
Caxias do Sul, Brazil — 09/2011-04/2012

LOHR Electronic Systems is the main industrial electronics provider for the Brazilian automotive industry. Clients like Marcopolo, John Deere were the foundation of the company's products.

At LOHR I started as a Technician but I was always inclined to code, a couple of months later I started to code full time. We were working with Delphi (7/XE2) and Firebird and creating applications to manage firmware features for bus electronic systems firmware.

The desktop applications were fully focused on generating headers for firmware terminals, later connected to the bus in order to upload.

Later on, we started a new project. It was a Javascript-based web application with Google Maps integration for route creation. It was amazing to be able to work for such big companies in a very hands-on and hardware-based environment. I was able to get in touch with amazing developers and technologies, and I've learned a lot.