

# Rubens Diniz

Software Engineer

**Location:** Fortaleza, CE, Brazil | **Phone:** +55 085 999830435 | **Email:** [rubensadiniz@gmail.com](mailto:rubensadiniz@gmail.com)

**Linkedin:** [www.linkedin.com/in/rubensadiniz](https://www.linkedin.com/in/rubensadiniz) | **Portfolio:** [rubensdiniz.dev](https://rubensdiniz.dev)

## SUMMARY

Front-end Software Engineer with 4+ years of experience building and scaling production-grade React and Next.js applications for SaaS platforms. Delivered 50+ features and UI improvements for a CMS used by dozens of client companies, resolved 100+ production issues, maintained 85% automated test coverage with Jest and RTL, and authored both developer and user documentation. Experienced owning features end-to-end, from design and implementation to testing and deployment, in remote-first, distributed teams. Fluent in English (C1/C2) and additional proficiency in data-driven projects using Python and back-end development with Express.

## PROFESSIONAL EXPERIENCE

### Front-end Software Engineer

Starlight, Fortaleza, BR – Remote

01/2023 to Present

- Developed scalable front-end interfaces using Next.js and React.js with TypeScript, ensuring robust functionality and user-friendly design.
- Enhanced the core Starlight CMS platform, delivering over 50 feature improvements and UI revamps, directly increasing system usability for dozens of client companies.
- Resolved over 100 client-reported issues, significantly improving product reliability and customer satisfaction.
- Maintained an 85% automated test coverage rate using Jest and RTL, ensuring code quality with Storybook and facilitating rapid deployments.
- Architected and deployed an internal analytics dashboard using Next.js and TypeScript, enabling the company to optimize resource allocation based on real-time usage metrics.
- Designed and developed the company's landing page from scratch, integrating dynamic content via the Starlight CMS API to enhance lead generation.
- Authored comprehensive technical documentation for both developers and content creators using Docusaurus, improving onboarding efficiency and reducing support inquiries.

**Key Technologies and Tools:** Next.js, React.js, TypeScript, Jest, RTL, Storybook, Docusaurus, Docker

### Junior Front-end Software Engineer

Klever, São Paulo, BR – Remote

03/2022 to 11/2022

- Built and optimized front-end features for the Kustody crypto wallet management platform using React.js and JavaScript, directly contributing to a secure and intuitive user experience.
- Resolved over 60 client-reported issues, enhancing platform stability and customer retention.
- Integrated front-end components with the Node.js-based backend, collaborating closely with backend engineers to ensure seamless feature deployment.
- Maintained ~80% test coverage with Jest, reducing production bugs and improving code maintainability.

**Key Technologies and Tools:** React.js, JavaScript, Node.js, Jest, Next.js, TypeScript

## **Intern Software Engineer**

Universidade de Fortaleza (Unifor), Fortaleza, BR

11/2020 to 11/2021

- Developed full-stack applications spanning React.js, React Native, Node.js, and Unity (AR/VR) across 5+ projects including healthcare platforms and university recruitment tools.
- Built front-end and/or back-end for a few projects in the internship lab, relating mostly to healthcare platforms for both medical professionals and patients.
- Created AR applications in Unity to prospect student data, supporting university recruitment initiatives, as well as a 360-degree virtual tour of our lab spaces.

**Key Technologies and Tools:** React.js, JavaScript, React Native, Node.js, MongoDB, Unity

## **SKILLS**

**Proficient:** React.js, Next.js, TypeScript, JavaScript, HTML, CSS, CSS-in-JS, Git

**Advanced:** Python, React Native, SQL, Tailwind, GraphQL, Redux

**Intermediate:** Express, Node.js, Postgres, Docker

## **EDUCATION**

### **Bachelor of Computer Science**

Universidade de Fortaleza, Fortaleza, Ceará, Brazil

01/2017 to 12/2021

- Graduated with academic merit, 3.63/4.0 GPA, ranked first in graduating class.
- Published yearly research papers as an undergraduate researcher for 3 years, 2 in data science (Python) and 1 in mathematical models/game theory for the university's scientific initiation event.
- **Bachelor Thesis:** Prismatic Market: The construction and implementation of a TCG (Trading Card Game) commerce mobile application.

## **PROJECTS**

### **Quick Steam Deals**

[quicksteamdeals.com](http://quicksteamdeals.com) | [GitHub](#)

- Created an infinitely scrolling list of Steam game promotions using Next.js and TypeScript.
- Built to showcase a custom-made infinite scroll and API consumption with caching.
- Deployed using Vercel.

### **Portfolio page**

[rubensdiniz.dev](http://rubensdiniz.dev) | [GitHub](#)

- Created a small portfolio page using Next.js and TypeScript.
- Built to showcase light/dark themes with no flashing and internationalization.
- Deployed using Vercel.

## **LANGUAGES**

**Portuguese:** Native

**English:** Fluent (C1/C2)