

Dan Delgado

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PROFILE

- Hands-on contributor with **15+ years of experience in full-stack software development.**
- Broad range of technologies and industries.
- Built many products, managed projects, lead teams and mentored people.
- Dealt with customers, partners, end-users and senior internal and external stakeholders.
- Trained in technical sales methodologies.

EDUCATION

- Attended **PUC-Rio** for two years studying for a **Bachelor of Computer Science.**
- Held performance-based scholarship.
- Certified **MongoDB** Associate Developer.

SPOKEN LANGUAGES

- English, French, Portuguese (Fluent)
- German, Spanish (Conversational)
- Mandarin Chinese (Beginner)

PROFESSIONAL EXPERIENCE

Codelitt

Solutions Architect

October 2022 – June 2023

Remote

- | | |
|----------------------|---|
| JavaScript | • Technical expert in meetings with technical teams at prospects and customers. |
| Node React | • Analyzed customer technical requirements, architectures and codebases to decide the best way to deliver each project. |
| GraphQL | • Assisted definition of project scope, estimating resources, and assessing effort. |
| DynamoDB | • Developed and collaborated on presentation materials for sales meetings. |
| MongoDB | • Partnered with external entities to maximize value for shared customers. |
| AWS | • Engaged in daily sales alignment for funnel performance and deal updates. |
| C# Python | • Applied Command of the Message technique in discovery meetings. |
| Ruby on Rails | • Studied and applied the MEDDPICC methodology for deal maturity evaluation. |
| Docker | |

Learnerbly

Engineering Manager

October 2020 – February 2022

Remote

- | | |
|-------------------|--|
| TypeScript | • Collaborated with other departments for strategic and technical planning. |
| JavaScript | • Curated processes and workflows to optimize project delivery. |
| Node | • Promoted a high-trust environment through a self-organizing team model. |
| React | • Mentored individual team members on self-development and career progression. |
| AWS | |

Technical Lead

- | | |
|-----------------|--|
| DynamoDB | • Led refactoring and migrations; reviewed code extensively. |
| GraphQL | • Played a leading role in designing and developing complex features. |
| Docker | • Oversaw the consumer-facing platform and ran 1:1 meetings with its team. |
| | • Reviewed and improved workflows; facilitated team rituals and feedback. |
| | • Organized technical discussions to enhance knowledge sharing. |
| | • Focused on improving developer experience by automating tasks and refining CI. |

Moonfare

Software Developer

August 2018 – October 2019

Berlin

- | | |
|------------------------|---|
| TypeScript F# | • Implemented, along with a team led by me, core financial services in F#. |
| Node React | • Collaborated closely with the financial team on domain logic. |
| GraphQL | • Implemented the event tracking system that fed into the BI pipeline. |
| AWS Docker | • Championed the shift from JavaScript to TypeScript and personally migrated large chunks of both front-end and back-end. |
| RDS (SQL) | |

ArtFacts

Head of Frontend

September 2017 – September 2018

Berlin

TypeScript
React
Redux
Mocha

- Implemented architectural foundations of the frontend layer and shared knowledge with the team on how to build upon that.
- Improved development by introducing modern practices: code reviews, automated testing, CI, and linting.
- Collaborated with the CEO and CFO to align on overall business goals and manage shifting priorities.
- Participated in discussions for refining the business model and finding a tighter product-market fit.
- Balanced short-term commitments with long-term business objectives by negotiating reduced product scopes, prioritize work items efficiently, and manage technical debt.

Creators Media

Software Developer

July 2013 – March 2017

Berlin & Los Angeles

Nginx | Apache
Docker
React | Redux
Node | Express
Backbone
Mocha
Ruby on Rails
MySQL

- Implemented features based on diverse departmental requests, developed according to mock-ups and specs.
- Created an authoring tool for staff writers and the public, incorporating third-party content integration in the tool and providing support for polls, quizzes, proofreading, and editorial features.
- Managed a remote developer for customizations on an open-source chat system.
- Developed a cross-property internal SDK facilitating analytics, tracking, and authentication functionalities.

WeGreen

Software Developer

February 2013 – June 2013

Remote & Berlin

Knockout.js
Symfony
Cordova

- Developed features for mobile and desktop versions of a sustainable products marketplace.
- Packaged the main website as a native iOS app.

Pontomobi

Software Developer

June 2012 – December 2012

Rio de Janeiro

Node | Express
Android | Java
iOS | Objective-C

- Developed an in-house ad server.
- Supported advancing features on legacy ad-server.
- Implemented new features for legacy ad-server client libraries on mobile systems

Braspag/MundiPagg

Software Developer

August 2010 – May 2012

Rio de Janeiro

C# | .NET
SOA | SOAP

- Development of a new payment processing platform at Braspag.
- Developed modules for credit card acquirer integration and customer APIs.
- Joined the founding team of MundiPagg for their first transactional platform.

Fábrica Digital

Software Developer

March 2008 – February 2009

Rio de Janeiro

JavaScript
Lua

- Translated wireframes and mockups into styles and markup.
- Developed custom components for CMS systems.
- Developed web applications.