

A. Daniel Delgado

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PROFILE

I'm a passionate technologist with a keen eye for systems and 15+ years of experience in a broad range of technologies and industries. I've done a lot of full-stack development, I've built products, managed projects, lead teams and mentored people. I've dealt with customers, partners, end-users and senior internal and external stakeholders.

SPOKEN LANGUAGES

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

EDUCATIONAL BACKGROUND

- Attended **PUC-Rio** for two years studying for a **Bachelor of Computer Science**.
- Held performance-based academic scholarship.

PROFESSIONAL EXPERIENCE

Solutions Architect at Codelitt

October 2022 – June 2023

Brazil & Mexico

Key technologies: **AWS, C#, DynamoDB, GraphQL, JavaScript, TypeScript, MongoDB, Node, PHP, Python, Rails, React, Ruby.**

- Served as the technical expert during sales meetings with prospects and customers.
- Reviewed and analyzed customer architectures to optimize delivery outcomes.
- Assisted in defining project scope, estimating resources, and assessing effort.
- Developed and collaborated on presentation materials for sales meetings.
- Partnered with external entities to maximize value for shared customers.
- Engaged in daily sales alignment for funnel performance and deal updates.
- Studied the Command of the Message technique.
- Studied the MEDDPICC methodology.

Learnerbly

October 2020 – February 2022

Taiwan & Hungary

Key technologies: **TypeScript, JavaScript, Node, React, AWS, DynamoDB, Styled Components, GraphQL.**

Engineering Manager

- Transitioned from tech lead to overseeing team actions.
- Collaborated with multiple departments for strategic and technical planning.
- Curated processes and workflows to optimize project delivery.
- Promoted a high-trust environment through a self-organizing team model.
- Mentored individual team members on self-development and career progression.

Technical Lead

- Oversaw the consumer-facing platform and ran 121s 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.
- Led refactoring and migrations; reviewed code extensively.
- Played a leading role in designing and developing complex features.

Software Developer at Moonfare

August 2018 – October 2019

Germany

- Led a team responsible for implementing core financial services related to capital calls in F#.
- Collaborated closely with the financial team on domain logic.
- Implemented a tracking system using React and Node.js.
- Championed the shift from JavaScript to TypeScript.

Key technologies: **Unix, AWS, TypeScript, Node, React, F#, GraphQL.**

Head of Frontend Development at ArtFacts

September 2017 – September 2018

Germany

- Assisted this art world data broker during a complex product launch, addressing customer frustrations due to bugs and missing features in the product.
- Improved development by introducing modern practices: code reviews, automated testing, CI, and linting.
- Mentored a junior developer on tooling, technologies, and system abstractions, leading to increased productivity.
- 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.

Key technologies: **Unix, TypeScript, React, Redux, Mocha.**

Software Developer at Creators Media

July 2013 – March 2017

Germany & USA

- 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.

Key technologies: **Unix, ECMAScript, CoffeeScript, React, Redux, Node, Express, Backbone, Mocha, Ruby, Rails, Jade, Sass, Stylus, MySQL.**

Software Developer at WeGreen

February 2013 – June 2013

Brazil & Germany

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

Key technologies: **Unix, JavaScript, Knockout, PHP, Symfony, Cordova/PhoneGap.**

Software Developer at Pontomobi

June 2012 – December 2012

Brazil

- Developed an in-house ad server and supported legacy systems.
- Implemented new features for legacy ad-server client libraries on iOS and Android.

Key technologies: **Unix, JavaScript, Node, Express, Angular, PHP, Android, Java, iOS, Objective-C.**

Software Developer at Braspag / MundiPagg

August 2010 – May 2012

Brazil

- Participated in the development of a new transactional (payment processing) platform.
- Developed modules for credit card acquirer integration and customer APIs.
- Joined the founding team of MundiPagg for their first transactional platform.

Key technologies: **Windows, C#, .NET, SOA, SOAP, REST, PHP.**

Software Developer at Fábrica Digital

March 2008 – February 2009

Brazil

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

Key technologies: **Unix, Lua, Kepler, Publique!, PHP, Drupal, CSS, HTML.**