

CARLOS MENEZES

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EXPERIENCE

Software Engineer, Bentley Systems

May 2025 — Present

- Developing a modular design system and workflow package for next-generation iTwin Studio applications;
- Building and maintaining frontend UI components and backend services enabling component creation, editing, import, and export;
- Creating a test and validation application to prototype, validate, and demo design workflows for hundred of downstream engineers;
- Delivering production tooling used by hundreds of engineers across internal teams;
- Technologies: TypeScript, Electron, iTwin.js, GitHub Actions

Software Engineer, Yacooba Labs

Jul 2022 — May 2025

- Worked across consumer, backoffice, and Web3 products within a multi-product startup;
- Architected backend systems and REST APIs using TypeScript, Express, and PostgreSQL;
- Built a Web3 wallet PoC using Account Abstraction and contributed to early product architecture;
- Delivered end-to-end features across frontend and backend in production systems;
- Technologies: TypeScript, React, PostgreSQL, Knex, Viem

Software Engineer (Intern), Altice Labs

Mar 2020 — Jun 2020

- Designed and developed a call-control application on top of Asterisk using the ARI (REST Interface);
- Implemented features for call handling, audio playback, and audio recording, contributing to internal tooling;
- Evaluated the feasibility of upgrading to newer versions of Asterisk through hands-on prototyping and testing;
- Technologies: C++, SIPp, sngrep;

EDUCATION

University of Madeira, Bachelor Degree in Computer Engineering

2020 — 2023

- GPA: 18/20

University of Madeira, Associate Degree in Networking Systems

2018 — 2020

- GPA: 19/20

SKILLS

- Code: TypeScript, NodeJS, JavaScript, Rust, Python, React, NextJS, Electron, C++
- Tools: Docker, Redis, SQL, Jest, Storybook, Git, Vercel