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Educação

- Bachelor's in Software Engineering (completed)**
Estácio de Sá - 2025
- Bachelor's in Languages and Literature (incomplete):**
Faculdade Anhanguera - 2018

Technical Skills

- Languages & Frameworks:**
Python (Flask, Django, SQLAlchemy, Alembic, PySide, Qt), JavaScript/TypeScript (React, VueJS, Node.js, Vite), Rust (Tauri), PHP.
- Desktop Applications & Pipelines:**
Tauri, Electron, Qt, PySide, integrações com Autodesk Maya, After Effects e ShotGrid (toolkit, automações, plugins).
- Frontend & UI/UX:** React, VueJS, NextJS, Chakra UI, Tailwind Css, Styled-Components, Vuetify, Design Systems (React e Qt), Figma, Adobe XD, Sketch, InVision.
- Databases:** MySQL, PostgreSQL, Firebase Realtime Database, MongoDB, Redis, GraphQL.
- Infrastructure & Integrations:**
AWS, Google APIs, Mailchimp, Perforce, Mixpanel, Trello.
- Others:** Interface prototyping, CRM development, SaaS, and cross-platform solutions.

Summary

Software Engineer with 10+ years of experience blending design and engineering to create scalable, user-centered solutions. Background in digital marketing agencies (2014–2018) and creative studios (since 2018), specializing in full-stack development and building scalable pipelines that optimize workflows for multidisciplinary teams.

Objective

Contribute to innovative teams by developing efficient software and impactful, user-focused digital experiences.

Experiência

- Software Engineer | Pipeline Technical Director**
Roof Studio — Nov 2021 – Present (3y 9m)
Responsible for the design and implementation of an advanced 3D pipeline, integrating Shotgun (Autodesk Flow Production Tools) with custom applications and plugins.
 - Standardized critical processes, creating consistent workflows across teams.
 - Migrated infrastructure to a low-cost remote environment, enabling secure and efficient online work (previously restricted to the physical office).
 - Developed integrations across production, finance, and marketing, ensuring smooth communication and automation.**Impact:** improved process speed by up to 80%, increasing productivity and scalability of the studio.
- Software Engineer**
Assembly (VFX Studio) — 1 year (Contract)
I developed a complete CRM system for the creative studio, leading the entire process from conceptual design to final implementation. I collaborated with different teams to deliver an intuitive and robust solution aligned with the studio's needs.
 - Eliminated the dependency on large spreadsheets, replacing them with an integrated CRM system.
 - Integrated the solution into Flow Production Tools, unifying the production pipeline and making cost evaluation easier.**Impact:** improved internal process agility by up to 70%, enhancing productivity and reducing rework.
- Software Engineer**
Tangerine — 1 year and 8 months (Contract)
I led the design and development of two integrated applications for the Tangerine training platform, working from concept to final delivery.
 - Started the project from scratch, covering architecture, design, and implementation.
 - Created the entire user experience and robust technical features.**Impact:** transformed an idea into a complete product, expanding the platform's reach and engagement, translated into 3 languages.

- **Software Engineer**

Streetwise — 4 months (Contract)

Development of an After Effects extension.

- Built the solution from scratch, covering architecture, design, and implementation.
- Automated the production workflow of advertising assets, enabling greater agility for the artists.

Impact: teams started producing multiple versions of films in less time, achieving up to 90% reduction in working time.

- **Pipeline Front End Engineer**

Wildlife Studios — 3 years and 6 months

Development of scalable solutions for production pipelines, working as a Front End Engineer and UX/UI Designer.

- Designed and implemented Design Systems, serving frontend developers and designers, ensuring consistency and scalability.
- Created tools and integrations for pipelines, benefiting teams of animators, motion designers, and pipeline developers.

Impact: across all teams involved (designers, frontend, pipeline, and creatives), productivity gains ranged between 60% and 80% in development time, accelerating deliveries and reducing rework.

- **UI/UX Design Director and Front End Engineer**

02 Filmes — 6 months (Contract)

Responsible for the design and development of a project management tool, from branding and visual identity to UX prototypes and front-end implementation.

- Created the brand and product identity guide.
- Designed workflows and screens (Adobe XD).
- Developed most of the front-end in React, integrating with a Flask backend.

Impact: a unique and intuitive tool that standardized processes and reduced handoffs between creative and management teams.

- **UI/UX Design Director and Front End Engineer**

Nuvem Agência — 3 years and 9 months

Led end-to-end development of websites and monolithic solutions, combining UX strategy, interface prototyping, and front-end implementation to deliver high-impact digital products.

- **Digital Marketing Manager | Web Developer Junior**

Accelera Vendas — 2 years and 9 months

I started as a designer and quickly evolved into managing digital marketing campaigns and web development projects. I worked on WordPress site development, team coordination, and implementation of strategies to expand the company's online visibility and reach.

- **IT Technical Support | Junior Developer**

Unitecnologia — 7 months (Full-time)

Provided technical support and client training, as well as maintenance and database management.