

Paulo Dalmas

Senior Backend Engineer | Distributed Systems | High-Performance Platforms

São José, SC – Brazil

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Summary

Senior Backend Engineer with 15+ years of experience designing and operating high-availability, low-latency distributed systems in production environments.

Strong background in Go, Rust, Node.js, and AWS, with deep expertise in event-driven architectures, real-time data processing, observability, and fault-tolerant services.

Proven track record building mission-critical platforms under strict reliability, scalability, and performance constraints.

Core Skills

- **Languages:** Go, Rust, TypeScript, Python
- **Backend:** Distributed systems, event-driven architectures, real-time processing
- **Infrastructure:** AWS (ECS, Lambda, S3, API Gateway), Docker, Kubernetes, Cloudflare
- **Data & Caching:** Redis, message queues, asynchronous pipelines
- **Reliability:** Observability, monitoring, logging, fault tolerance
- **Architecture:** Microservices, scalable APIs, high availability

Professional Experience

GamePlan – Senior Backend Engineer (Contract)

Remote | Feb 2025 – Aug 2025

- Built and operated low-latency Go microservices supporting real-time interactions.
- Identified and fixed a production issue draining ~\$7k/day in infrastructure costs, preventing losses exceeding \$150k.
- Designed and implemented observability stack (Prometheus + Grafana), reducing debugging time by over 40%.
- Refactored legacy components into containerized services using Docker and Kubernetes.
- Introduced Redis caching strategies, reducing API latency by 30–45%.
- Participated in architecture reviews and mentored engineers on distributed systems.

Independent Backend Engineer (Consulting / R&D)

Remote | 2023 – 2025

- Designed and implemented high-throughput distributed services for real-time data analysis.
- Built Rust-based services capable of processing thousands of events per day with strict end-to-end latency requirements (<1s).
- Developed scalable ingestion pipelines, rule-based analysis engines, and API services focused on consistency and reliability.
- Designed cloud-native infrastructure using AWS, Cloudflare, Redis, and container orchestration.
- Applied advanced concurrency, performance optimization, and fault-tolerance patterns.

Orel TI – Backend Specialist / Owner

Brazil | Dec 2021 – Present

- Built real-time content processing APIs using Go with sub-200ms response times.
- Developed large-scale data ingestion and scraping pipelines using Node.js, NestJS, and AWS Lambda.
- Delivered automation systems used in AI-driven data processing workflows.

Code and Theory – Full Stack Engineer (Contract)

Remote | Nov 2023 – Feb 2024

- Delivered serverless backend services using AWS Lambda, S3, and API Gateway with 99.99% uptime.
- Improved data access latency by over 50% through optimized caching and routing.
- Collaborated with international teams following high engineering standards.

Beepbeep Mobilidade – Chief Technology Officer (CTO)

Brazil | Oct 2021 – May 2023

- Led technical strategy and cloud-native architecture using Go and AWS.
 - Designed and operated high-availability microservices platforms.
 - Implemented observability and operational best practices, reducing production incidents by 35%.
 - Managed backend, infrastructure, and DevOps processes.
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Education

Bachelor of Technology – Systems Analysis and Development

Senac-RS

Additional Strengths

- High-scale event ingestion pipelines
- Low-latency backend services
- Performance optimization and concurrency
- Production observability and system reliability
- Cloud-native architecture design