

DIEGO REIS

Software Engineer

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PROFESSIONAL EXPERIENCE

Software Engineer

Mar 2025 - Nov 2025

Turso

Remote

- Improved JavaScript, Python, Java and C bindings using Napi-rs, PyO3 and bindgen;
- Worked on core Rust database internals, by solving bugs in the Query and Storage Engine;
- Fixed several correctness and SQLite compatibility bugs;
- Implemented a cryptographic extension with Rust;
- Found 23 bugs by adding TursoDB to SQLancer;

Software Engineer

Sep 2024 - Feb 2025

Projectiva Tecnologia

Remote

- Optimized ETL pipelines using Change Data Capture (CDC) with Debezium and Node.js, reducing query execution time by 50%.
- Maintained and improved the legacy Gabster platform (PHP/Ruby) for architecture and design professionals.

Software Engineer

Feb 2024 - Aug 2024

GF Software Financeiro Empresarial (Internship)

Itajubá, MG

- Developed a data pipeline using TypeScript, Postgres, AWS S3, and RabbitMQ, improving platform insights and reducing Time-to-Response (TTR) by 63%.
- Built a whitelabel digital banking system with microservices using Kafka, Spring Boot, MongoDB, and Docker.
- Implemented authentication and authorization with Keycloak, securing multi-tenant access.

Software Engineer, Project Director

Jun 2023 - Jul 2024

byron.solutions (JR Enterprise)

Itajubá, MG

- Designed and managed cloud infrastructure with Docker, Kubernetes, and DigitalOcean.
- Conducted training on Git, SOLID principles, Docker, and cloud computing for junior developers.
- Led software architecture decisions for microservices-based applications.

Software Engineer (Internship)

Sep 2022 - Mar 2024

Departamento de Tecnologia da UNIFEI

Itajubá, MG

- Maintained legacy Java applications and automated CI/CD workflows using Jenkins.

EDUCATION

Computer Science Bachelor, Universidade Federal de Itajubá (UNIFEI)

2022 - 2026

Relevant coursework: Distributed Systems, Operating Systems, Cloud Computing, Functional Programming, Algorithms and Data Structures.

TALKS AND AWARDS

H2HC - It's the largest cybersecurity event in Latin America. Talked how [gamedle](#) can be automatically solved using reverse engineering.

Hackathon Aaron Schwartz Helped in the organization and won the second place by implementing a information gatherer system using Node and LLM for text summarization.