

Eva Pace (she/her)

[Github](#) | [Gitlab](#) | [LinkedIn](#) | eba.pachi@gmail.com

Software Engineer with 6 years of experience. Worked with Web, FFI, WebAssembly and Blockchain. Currently contributing to GStreamer.

Skills

Rust - C - FFI - WebAssembly - PostgreSQL - JavaScript - Node.js

Selected Experience

Coding Experience - GStreamer / Multimedia

2023/08 – Present

Igalia

A Coruña, Galicia, Spain (remote)

- <https://gitlab.freedesktop.org/gstreamer/gstreamer>
- <https://gitlab.freedesktop.org/gstreamer/gstreamer-rs>
- <https://gitlab.freedesktop.org/gstreamer/gst-plugins-rs>

Rust Engineer

2021/04 – 2023/02

Edge & Node

San Francisco, US (remote)

Developed a decentralized ETL client software for [The Graph](#). Delivered features such as:

- A new WebAssembly runtime for [graph-node](#), that handled and mapped multiple ABI formats for different versions of the [AssemblyScript](#) programming language;
- Integration of the first non-EVM compatible chain ([NEAR Protocol](#)) into the client.

Advocated and contributed to open source software such as:

- [graph-node](#): Rust node that indexes blockchain data and serves it via GraphQL;
- [graph-cli](#): tool for creating subgraphs, which are a programmable ETL that reduces blockchain data to a store;
- [graph-ts](#): AssemblyScript standard library for subgraph development.

Senior Software Engineer

2020/07 – 2021/03

Magazine Luiza

São Paulo, Brazil (remote)

- Developed MagaluPay, the company's digital account, which had over 2 million users;
- Integrated the back-end with the new government instant payments API (PIX).

Software Engineer

2017/10 – 2020/07

Pagar.me

São Paulo, Brazil (on-site)

- Rewrote a C library to Rust that implemented a payment terminal protocol using FFI and WebAssembly;
- Maintained the core payments API, which mostly consisted of distributed systems challenges;
- Developed the payment link product using Next.js and updated client SDKs in Python, Java and Ruby to support it;
- Made the chargeback system handle the second presentment.

Education

Software Systems: Behind the Abstractions - Bradfield CS (remote)

2022/09 – 2022/11

Purely Functional Data Structures - UFABC (Santo André, Brazil)

2019/11

Category Theory - UFABC (Santo André, Brazil)

2019/08

Analysis and Systems Development (Associate Degree) - FIAP (São Paulo, Brazil)

2015/01 – 2016/12

Extra-curricular Activities

Podcast: Rust - TOTVS (Brazil, remote)

2020/11

Guest on a podcast about Rust. We talked about the advantages and disadvantages of the language and ecosystem. [Podcast link](#).

Talk: Interop with Android, IOS and WASM in the same project - Rust LATAM (Uruguay, on-site)

2019/03

Talk about how we did a Rust library at Pagar.me which had to be compiled to Android, iOS and WASM at the same time. Links for: [video](#) and [repository](#).