

Eva Pace (she/her)

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Software Engineer with 6 years of experience. Worked with Web, FFI, WebAssembly and Blockchain. Currently looking for a low-level role in compilers or computer graphics.

Experience

Rust Engineer

2021/04 – 2023/02

Edge & Node

San Francisco, US (remote)

I've worked to make [The Graph](#) move forward in the decentralization of public data. Delivered features such as:

- Integration of our first non-EVM compatible chain, NEAR Protocol;
- Update of our AssemblyScript version, from the oldest to the newest (~2 year change) that required a lot of ABI changes in our runtime code (WASM).

Most of the code I made there is open source:

- [Rust node that indexes blockchain data and serves it via GraphQL](#)
- JS CLI tool for creating subgraphs
- [AssemblyScript standard library](#).

Senior Software Engineer

2020/07 – 2021/03

Magazine Luiza

São Paulo, Brazil (remote)

I worked at MagaluPay, the company's digital account, that has over 2 million users. Took part in most of the new integration with the new government instant payments API (PIX).

Software Engineer

2017/10 – 2020/07

Pagar.me

São Paulo, Brazil (on-site)

- Developed multiple features at the core payments API;
- Developed the payment link product;
- Took front in a project that interpreted and parsed payments terminal commands using Rust, FFI and WebAssembly.

Junior Software Engineer

2017/04 – 2017/09

FCamara

São Paulo, Brazil (on-site)

I worked at LinkApi, a start up that is an application integration tool, much like [Zapier](#). I did a lot of integration with multiple third party APIs, mostly REST and SOAP.

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

Talk: How allocating zero bytes can be useful to remove lazyness - GambiConf (Brazil, remote)

2021/12

Talk about a workaround done at The Graph to make an AssemblyScript compiler internal lazy variable be evaluated eagerly. Link for: [slides](#) and [video](#).

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](#).