

# Eva Pace (she/her)

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Software Engineer with 7 years of experience. Worked with Web, FFI, WebAssembly and Blockchain.

## Skills

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

## Selected Experience

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### Coding Experience - GStreamer / Multimedia

2023/08 – 2024/03

Igalia

A Coruña, Galicia, Spain (remote)

- Created two WebRTC plugins (sink & src) for Video Room conferencing using [Janus](#) in [gst-plugins-rs](#) (Rust);
- Helped with a few contributions to the GES (Video & Audio Editing Services) in [GStreamer](#) (C);
- General maintenance (documentation, updating libraries, fixing examples, etc).

### 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

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Computer Science Intensive - Bradfield CS (remote)

2023/06 – 2024/06

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

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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](#).