

# Eva Pace (she/her)

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Software Engineer with almost 10 years of experience. Contributed to payments, open-source, blockchain and multimedia. Recently exploring computer graphics and Desktop app development. I value performance and simplicity above all.

## Skills

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Rust - OpenGL - WebAssembly - FFI - C/C++ - PostgreSQL - JavaScript - AWS

## Selected Experience

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### Rust Engineer

2024/10 – Present

iSeatz

New Orleans, US (remote)

I am working in replacing old infrastructure with high-performance Rust and Elixir microservices.

- Spearheading several integrations and webhooks, as well as fixing high-profile bugs regarding payments and financial calculations.
- Fixed many issues with the new infrastructure, operating Elixir, TypeScript and Rust codebases, as well as diverse deployments.

### 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);
- Contributed to the “Rendering Smartly” feature in 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](#). Some highlights from my work are:

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

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

2017/10 – 2020/07

Pagar.me

São Paulo, Brazil (on-site)

- Rewrote a C library to Rust, implementing a payment terminal protocol using FFI and WebAssembly;
- Maintained the core payments API, with many challenging distributed systems problems;
- 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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Algorithms and Data Structures - Ada & Google (remote)

2024/08 – 2024/12

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

2019/03

Technical presentation on making a cross-platform Rust library targeting Android, iOS and WASM. [Video](#) and [repository](#).