

# Kauê Palota

Software Engineer

## PROFILE

Adaptable and enthusiastic software engineer with a passion for modernizing systems and processes. Skilled in data migration, metrics development, and observability. Always eager to discover new technologies, which gives me the flexibility to quickly adapt and improve tools and processes.

## LINKS

[github.com/kauepalota](https://github.com/kauepalota) [LinkedIn](#) [Me](#) [kaueepalota@gmail.com](mailto:kaueepalota@gmail.com)

## EXPERIENCES

### Software Engineer, 4SolutionGroup @ IBM — May. 2024 - Present

As a consultant at IBM working on project for Itaú, I have played a key role in the modernization of systems and processes. My contributions include:

- Participating in data migration from Mainframe to DynamoDB, where we redesigned tables and added a TTL (Time to Live) field that initially wasn't working. This effort led to a 60% cost reduction for DynamoDB.
- Developing metrics and dashboards using QuickSight, with SQL queries via Athena, providing valuable business insights.
- Implementing observability in a workflow that uses Amazon SQS and Kafka for overdraft notifications (SMS, Push, and Mail) ensuring enhanced monitoring and efficiency.

### Software Engineer, SKALO — Apr. 2024 - Present

As part of the early stage startup, I developed an application for ingesting data from an e-commerce platform. My responsibilities include:

- Developing pipelines using Apache Airflow for ingesting data from various e-commerce stores, ensuring proper cleaning and transformation before analysis.
- Automating the sending of processed data to Power BI Fabric.
- Following a medallion architecture for data processing, saving data at different stages in an S3 bucket.
- Implementing a webhook system that registers with each store, listening to and processing real-time data updates.
- Ensuring all relevant changes in stores are captured and instantly reflected in analyses, providing an always up-to-date view of the data.

**Software Freelancer, Screen Labs, — Feb. 2023 - Sep. 2023**

One of leading companies related to game servers. Achieved 80,000 registrations. I actively contributed to the development of various features, notably designing architectures to keep players synchronized between multiple servers instances through Kafka and Redis.

- Developed and maintained a well-structured mono-repo using Spring Boot and Kotlin. Created a Docker Compose File, which integrates all services and their essential dependencies.
- Managed server deployment using Docker Swarm, triggered by GitHub Actions, automating the integration and deployment processes. This setup ensured that updates to the codebase were efficiently tested and deployed, reducing downtime and increasing reliability.