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# Lucas Ernesto Kindinger

## ABOUT ME

Full-stack developer with 7 years of experience, working mostly with JavaScript and TypeScript. Specialized in modern frameworks like React and Next.js, with a strong focus on backend development. Passionate about solving real-world challenges, optimizing APIs, and ensuring smooth system performance. Committed to best practices such as writing clear API documentation, adding unit tests, and participating in code reviews. Enjoys creating small games with Unity during Game Jams and continuously exploring new technologies to refine skills.

## SKILLS

Programming Languages: JavaScript, TypeScript, C# and Python;

Frontend: React, Next.js;

Backend: Node.js, Express, .NET;

Databases: PostgreSQL, MongoDB;

Tools & Platforms: Git, Docker, AWS, CI/CD;

Best Practices: API documentation, Unit testing (Jest), Code reviews, Clean Code

## EXPERIENCE

### MINDERA – 2K — *Software Engineer*

NOVEMBER 2022 - MARCH 2025

**Project description:** Signup Portal; *2K portal for account creation and permission management for the company's games.*

**Project area:** Games, Signup Website

**Technologies:** NodeJS with Typescript, Next.JS. Contentful.

**Role in the project:**

- Maintained the account signup portal, ensuring smooth user registration and functionality.
- Integrated the portal with third-party services, including Facebook, Meta, and Twitch.
- Integrated with Contentful for efficient content management and delivery.

### MINDERA – 2K — *Software Engineer*

NOVEMBER 2022 - MARCH 2023

**Project description:** 2K Developers portal news; *Promotional platform for the service offered by 2K, along with documentation and updates.*

**Project area:** Games, Portal news Website

**Technologies:** Docusaurus, Typescript, DecapCMS, Amazon (S3, Cloudfront, Lambdas);

**Role in the project:**

- Maintained a portal website for posting company news for 2K about their platform.
- Revamped the promo landing page, enhancing design and functionality.
- Installed and customized the DecapCMS open-source solution, enabling UI-based editing of Markdown pages within the portal.
- Developed an extension for DecapCMS to automate GitHub repository updates using a GitHub App and a bot.
- Created an extension for DecapCMS to enable direct image uploads to an Amazon S3 bucket.

## GATEWARE — *Software Engineer*

FEBRUARY 2022 - SEPTEMBER 2022

**Project description:** LivID (Version 3.0). *Platform for conducting life verification and updating registration information for affiliated associations.*

**Project area:** Finance, Pension

**Technologies:** NodeJS Typescript; Flutter; Firebase suite.

**Role in the project:**
- Led the development of a new version of the LivID product from the ground up. This version heavily integrates Firebase services, including Firestore, Functions, Analytics, Performance, and Crashlytics, among others. The backend was built in TypeScript, following Domain-Driven Design (DDD) and Clean Architecture principles.
- Developed the mobile app using Flutter, implementing the Provider pattern/framework to separate business logic from UI components.
- Built the backoffice using React, hosted on Firebase Hosting for seamless deployment.
- Ensured quality assurance by setting up a CI agent to run unit tests, improving reliability and maintainability.
- Created a CLI tool to automate key processes, such as scaffolding client environments, generating default users, and seeding default values.

## GATEWARE — *Software Engineer*

MAY 2021 - OCTOBER 2021

**Project description:** AppBroker. *System for selling insurance at point-of-sale, running directly on credit card terminals.*

**Project area:** Retail, Insurance;

**Technologies:** NodeJS with Typescript; Docker; Azure; Flutter; Cielo LIO Payment Terminal; Kubernetes.

**Role in the project:**
- Developed a microservice and a Backend-for-Frontend (BFF) to serve as a proxy for multiple microservices in a major Brazilian retail company. Built with Node.js and

TypeScript, it leveraged a Redis-based queuing system to generate PDFs from DOCX templates and automate email delivery to customers.
- Designed and implemented a front-end application for payment terminals, enabling the sale of insurance products directly through the device.

### GATEWARE — *Software Engineer*

APRIL 2020 - APRIL 2021 / OCTOBER 2021 - SEPTEMBER 2022

**Project description:** LivID. *Platform for conducting life verification and updating registration information for affiliated associations.*

**Project area:** Retail, Insurance;

**Technologies:** NodeJS Vanilla JS, on Firebase suite; Flutter with Dart to the mobile

App.

**Role in the project:**
- Maintained and enhanced the mobile app, web backoffice, and backend, ensuring stability and performance.
- Engineered a new module for processing payload files, scaling the system from 2,000 to 10,000 users while improving the validation process.
- Designed and deployed new features in the client's environment to enhance functionality and user experience.
- Engaged directly with clients to gather requirements, design requested features, and implement bug fixes, ensuring alignment with business needs.

### GATEWARE — *Software Engineer*

DECEMBER 2019 - MARCH 2020

**Project description:** STARC (Robot to process back data). *Bot for automation and processing of banking data.*

**Project area:** Retail, Insurance;

**Technologies:** .NET, SQL Server.

**Role in the project:**
- Monitored and maintained application logs to detect errors in data processing, performing manual fixes in the client's environment when necessary.
- Developed new features based on client requests and implemented bug fixes to enhance system reliability and performance.

### BNE - EMPLOYER — *Software Engineer*

NOVEMBER 2018 - SEPTEMBER 2019

**Project description:** TrabalhaBrasil. *Portal for offering job opportunities to candidates in the Brazilian job market.*

**Project area:** Employment Portal;

**Technologies:** ASP.MVC, .NET Core, SQL Server e Solr.

**Role in the project:**
- Provided system support, ensuring stability and resolving technical issues.
- Implemented a boleto (bank slip) payment option and integrated the existing website with a payment middleware platform to enhance transaction capabilities.

### BNE – EMPLOYER — *Software Engineer*

NOVEMBER 2018 - OCTOBER 2019

**Project description:** Banco Nacional de Empregos; Portal for offering job opportunities to candidates in the Brazilian job market.

**Project area:** Employment Portal;

**Technologies:** ASP.MVC, .NET Core, WebForms, SQL Server e Solr.

**Role in the project:**
- Maintained and optimized the system to ensure its stability and performance.
- Migrated parts of the system's API from WebForms to ASP.NET MVC and .NET Core, improving scalability and modernization.
- Developed a new module for querying and displaying job opportunities, replacing the existing microservice with a more efficient and scalable solution.

### C3SL – CENTER FOR SCIENTIFIC COMPUTING AND FREE SOFTWARE — *Scholarship*

OCTOBER 2015 - DECEMBER 2016

**Project description:** PortalMEC. *Portal for sharing study materials such as articles, slide presentations, videos, games, and more, between schools and universities across Brazil.*

**Project area:** Education

**Technologies:** Ruby on Rails; Postgres.

**Role in the project:**
- Ensured the system's upkeep, maintaining stability and performance.
- Created and maintained API documentation for improved clarity and developer accessibility.
- Designed and developed a ranking application to enhance search results by balancing content relevance based on specific criteria.

## EDUCATION

### FEDERAL UNIVERSITY OF PARANÁ — *Specialization in Artificial Intelligence*

JANUARY *2020* - NOT COMPLETED, CURITIBA

### FEDERAL UNIVERSITY OF PARANÁ — *Analysis and Development of Systems*

JANUARY *2014* - MONTH 2016, CURITIBA

### NAPTEC — *Development in Java*

*2015* - 2015, CURITIBA

### OPET — *Digital Games Development*

JULY *2013* - DECEMBER 2014, CURITIBA

## CONFERENCES AND EVENTS

- GLOBAL GAME JAM (2015, 2017, 2018, 2019, 2020, 2023, 2024);

- VOLUNTEER: SBGAMES (2017);

- JORNADA DE ATUALIZAÇÃO EM INFORMÁTICA [COMPUTING UPDATE JOURNEY] (2014);

- INTRODUÇÃO A UNITY 3D [INTRODUCTION TO UNITY 3D] (2014);

- JOGOS 2D UNITY [GAMES 2D UNITY] (2014).