### Contact

lauro@sharedway.app

www.linkedin.com/in/lauro-cesar (LinkedIn) github.com/lauro-cesar/ (Portfolio) www.workana.com/ freelancer/236b91f6f94c01c61833f4c (Personal)

### Top Skills

**Python** 

Agile Methodologies

**REST APIs** 

### Honors-Awards

Brazilian finalist at Intel Challenge "YourMove" - Moblin Day - 2008

Finalist at FISL Programming Arena - FISL 2009 - Nokia Contest

Winner at FISL Programming Arena 2010 - FISL 10. (3 members team)

Winner (again) at Arena de Programação 2011 - FISL 10. (3 members team)

# Lauro Cesar Oliveira

Software Craftsman.

Torres, Rio Grande do Sul, Brazil

## Summary

I am a mission seeker, not a job seeker.

I am a full-chain software developer with a strong entrepreneur mindset.

I am proud of my work.

# Experience

SharedWay

Founder

January 2020 - Present (2 years 11 months)

Lisbon Metropolitan Area

SharedWAY is my front-end company to provide development services worldwide.

All my projects use agile frameworks and S.O.L.I.D architecture.

DLC Business International, Corp

**Product Manager** 

January 2014 - May 2019 (5 years 5 months)

Miami/Fort Lauderdale Area

DLC is a small educational games studio located in Florida, they are applying Machine Learning to NPCs to help kids with disabilities to learn better.

Using Agile frameworks and S.O.L.I.D architecture.

Main responsibilities in the company:

- Design and implement the workflow to be used by developers;
- Implement new processes;
- Design the pipeline for testing, build, release and deployment of the product;
- Write specifications based on product requirements;
- Hires developers;
- Make sure the company and team members pass the JOEL TEST.

- Design and write code for the instances of Machine Learning (Unity3D ML agents)
- Design and write code for the network multiplayer layer to support thousands of users.

Oficina Caminhos do Saber Full Stack Engineer March 2005 - January 2014 (8 years 11 months) Torres Area, Brazil

Oficina Caminhos do Saber is an Educational board game studio, making games for schools.

I started as a backend developer and was responsible for all the backend infrastructure still in use today.

My role was to take care of all backend systems including Linux administration and I was responsible for:

- Design and implement the e-commerce system;
- Design and implement the customer support ticket system;
- Implement the DNS cluster to speed up loading the webpages;
- Implement the LocalStorage system to reduce CDN hosting costs;
- Implement the Load balance system do speed uploading pages and add failsafe to online e-commerce system;
- Design and implement backorder management;
- Design and implement the online tracking system;
- Design and implement the worldwide shipment calculator.

#### **HostCERT**

Founder

January 2002 - January 2014 (12 years 1 month)

Brazil

HostCERT provide network security services.

My role was to take care of all backend systems including Linux administration and:

- Deployment of Linux firewall rules;
- Deployment of Apache and DNS clusters.

#### Autodidata Editora

Full Stack Engineer January 1999 - December 2004 (6 years)

Rio Grande do Sul Brazil

Project and implementation of all e-commerce tools, including the PDF creator and signing process to prevent book piracy using C++ with QT framework.

TopSystem Internet provider
Junior Software Engineer
January 1996 - February 1999 (3 years 2 months)
Torres, Rio Grande do Sul, Brazil

My first professional role as a Software developer.

Since the internet industry was just starting in Brazil I have the opportunity to develop web apps in the early formats, statics pages without JavaScripts and parsing data on server side, using Perl, shell scripts and later C and C++ and finally Python.

As part of my role I was required to take care of Linux servers and web services such: Sendmail, Apache, SQL datastorages, Raid storages...

### Education

### **CNEC**

Technical level, Accounting and Business/Management · (1996 - 1999)