

Luís Deschamps Rudge

Full Stack Developer

Florianópolis / Brazil

Me

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About

I'm passionate about technology and I like to use code to express my desire to create and improve products and services. I enjoy starting discussions about new features and what's the best way to deliver customer value to production, but I'm not afraid to revisit old decisions to make sure we're in the right path to help the user. **The user always comes first.**

After moving from São Paulo to Florianópolis (both in Brazil), I started contributing with the local user groups and my first talk was amazing! That was the tipping point for me, so I **started blogging** more and more about development and the Cloud. I delivered talks in multiple cities and also helped to keep up a local scene through the same local meetup that I did my first talk.

I like to create new things and I care about the craft of writing code to solve real problems.

Work

Browse (Canadian company – remote)

2021-03 – today

website

Technical Leader

Building a new browse.com!

Work

Round Pegs Inc. (US company – remote)

2019-11 – 2021-03

[website](#)

Engineering Lead

Get your App ready to market in one week and start learning with your first customers. We are experts in delivering quick solutions to real users, no matter the stage of your product.

We analyze, design, build and operate startups from within big corporations using enterprise assets to change the market.

Highlights

- Building the full project pipeline, from the initial ad campaigns until project delivery and everything in between. I'm designing, testing, implementing, and improving all processes from gathering requirements with customers, hiring experts to work with our customers, guarantee the deliveries are on par with our excellence.
- While I do everything above, I also lead engineering teams from two big customers where we have developers allocated. My leadership in this role includes recruitment, tech interviews, facilitating technical discussions and decisions, research and development for new solutions that help our customers innovate faster, and making sure we're keeping the high level of quality our customers expect from us.

Work

Auth0 (US company – remote)

2017-01 – 2019-10

website

Frontend Engineer

Auth0 provides a universal authentication & authorization platform for web, mobile and legacy applications so you never compromise on identity.

I work in the SDKs team and spend most of my time in [Lock](#), a Login Box widget that is, most of the times, the first point of contact with our platform since everyone signing up will probably try to integrate with Auth0 right away. To make sure the first experience of the user with Auth0 is amazing, we spend a lot of time thinking about what's the best way to document our SDKs and APIs, what's the easiest and most developer friendly public API we can use and, of course, we spend a lot of time writing OSS on GitHub :)

Highlights

- Merged two different projects that had the same goal but were created separately. Lock-passwordless was built into a different codebase, but that added a lot of overhead to maintain the two libraries, so I merged it into one.
- Migrated Auth0.js, our JavaScript SDK, to a new build pipeline using Rollup as a bundler and ES Modules for the module system. This was a huge step forward to further modernize the codebase while keeping the code clean, concise and without breaking changes.
- As part of our public deprecation of legacy features, I was a member of the team that pushed through a huge deprecation project of our legacy API. This involved implementing a new authentication spec in our browser-facing SDKs, lots of migration guides written, 'Quickstarts' rewritten and making sure customers would not suffer during the migration. The majority of customers were able to migrate without significant code changes – they only pointed their dependencies to a new version and moved on to spend time where it actually matters: their own apps.
- I built a new browser SDK in TypeScript, focused only on the most commonly used Auth0 features. The idea behind this SDK is to be an opinionated and easy way to handle authentication in your single page applications. It's still going through internal review and will probably be released around Q1 2019.
- Recently, I joined the team that is rebuilding our Hosted Login Page user experience. Today, all the hosted pages use Lock or a modified version of Lock. The rebuild is focused on increasing usability, performance and, more importantly, customization of the Hosted Pages.

- Last, but not least, since apple released the [Intelligent Tracking Prevention](#) (ITP), I've been dealing directly with Apple, the WHATWG committee and impacted customers. ITP greatly improved from version 1.0 through 1.1 and 2.0 and I like to think that I contributed for that.

Work

RealROI (US company – remote)

2015-04 – 2016-12

website

Full Stack Developer

Real ROI is a TRUE performance digital agency maximizing ROI for our clients. Through technology and data, we are able to measure in real-time multiple key performance indicators to strategically optimize campaigns to ensure ROI is maximized for our clients. We drive leads using state of the art optimization technologies.

I was hired to help in a complete rewrite of our old application, migrating it from a monolithic application into a series of micro services, using DDD, CQRS and Event Sourcing, allowing us to achieve some really awesome scenarios with all the different data projections we can create. Along with that, we completely revamped the user experience building a new portal with React and Redux.

Highlights

- After some initial research, I created the initial skeleton of the main back-end infrastructure, using DDD, CQRS and Event Sourcing
- After some work with the back-end, I started adventuring myself building the ReactJS front-end application
- The entire infrastructure was up on Microsoft Azure Web Apps, Cloud Services, VM's, SQL Server, Redis, Application Insights, etc.

Work

Way2 Technology

2013-04 to 2015-03

website

Full Stack Developer

Way2 is a software and service company focused on the electricity sector. They develop software that allows their clients to do remote metering of electricity from the point of generation all the way to the end consumer, passing through substations, transformers and other points of interest.

Based on that measured data, they offer a series of tools to support their clients, like billing automation, energy recovery and other critical services.

I was assigned to a HUGE project called SCDE 2.0. This was a complete rewrite of CCEE's (Brazilian Power Commercialization Chamber) most important software.

While another Way2 team was focusing their efforts on collecting energy data from thousands of energy meters, my team was assigned to build the application that interacts with a lot of services to gather data and build awesome charts and data visualizations, huge reports and do some real world testing with the energy meters in the wild.

For example, you can test connectivity or collect the full energy data from an energy meter that is located 2.000 km from your comfortable chair. All this with a single click. If something goes wrong, you'll see some insights of what the problem can be and what's the course of action you'll have to take in order to fix it. Pretty neat!

Highlights

- I migrated our build, CI and test infrastructure to Microsoft Azure
- I automated our deployment workflow using TeamCity and Octopus Deploy and led the deployment of this solution inside the Brazilian Power Commercialization Chamber (CCEE)
- I was part of the team that split a big monolithic service into an easily scalable client/server architecture

Work

Tecnologia Única

2011-06 to 2013-04

website

Full Stack Developer

I worked with a team to build an app that manages loyalty programs campaigns. This app is used by major banks, credit cards companies and loyalty programs in Brazil, Spain, Italy, and Portugal and has some big clients like Itaú, Santander, American Express and a few European banks. The app takes care of the entire workflow of a loyalty campaign, from the first contact with the end user, using custom made web shops (typically one per campaign/client), until the product is actually delivered to the final customer.

I worked in both the back-office application and the custom web shops, adding new features, and doing overall maintenance.

Highlights

- I created heavy integrations (csv, web apis, xml... you name it) with third party warehouses, banks and credit card companies
- I built a prototype of a real time sales dashboard that turned into an official product

Work

DePoster Inova Quadros

2019-12 to today

website

CTO / Co-founder / Full Stack Developer

DePoster Inova Quadros was built to bring innovation to the interior decoration space. We're currently working on our first endeavor, **Som no Quadro** (sound in a frame).

Everyone has a sound that brings back memories. It can be a song, the first time you heard your baby crying or maybe the first time your child said 'daddy' or 'mommy'. The issue with those sounds is that they're just that. A sound. Maybe you have a poorly filmed video that no one likes to watch it in your tiny phone anyways, but, at the end of the day, the experience of consuming that sound is awful. With music, it's even harder. No one buys CD's anymore!

That's where we and our perfectly crafted wall frames come in. Sure, you can buy a special painting with pictures from the Beatles and give it as a gift, but it's not something unique. Everyone else can buy that.

What we offer is a fully customizable experience where you can create **beautiful art** with the sound waves of any sound. You can create something that will fit right into your living room decoration or gift your loved ones with an amazing piece of art. Every wall frame ships with a QR Code that you can simply scan it and listen to the sound from your phone.

Highlights

- Intensive audio processing to transform any sound into lots of 0s and 1s so we can draw the sound wave
- Full payment integration with Mercado Pago
- Hosted on Vercel, Digital Ocean and Microsoft Azure
- Profitable since first week

Work

Unic Learning

2012-02 to today

website

CTO / Co-founder / Full Stack Developer

Unic is an e-learning SaaS application. It's focused both on the content consumers (students) and the content creators (teachers, editors, supervisors).

Highlights

- I built the entire thing from the ground up :)
- The administration application uses Nancy for the API and AngularJS in the front-end
- The public application uses ASP.NET MVC and it has some knockout enhancements in the front-end
- This project is hosted entirely on Microsoft Azure (Web Apps, Sql Server, Azure Storage)

Skills

Client

- JavaScript
- React
- Next.js

Data

- SQL Server
- RavenDB
- mongodb
- elasticsearch
- Redis

Server

- Node.JS
- ASP.NET

Other

- Azure/AWS
- git + GitHub
- DevOps

Languages

Portuguese
Native speaker

English
Fluent

Spanish
Basic

Interests

Life

- Movies
- Driving
- Traveling
- Music production

Latest tech hype

- Docker/kubernetes
- Micro services
- Real-time apps

Talks

- Continuous Delivery using Microsoft Azure and GitHub
- Azure Traffic Manager
- Azure Mobile Services
- Azure Service Fabric
- Nancy
- Typescript
- elasticsearch
- Modern Web Development
- React JS
- Knockout JS