Luiz **Correia**

SOLUTIONS ARCHITECT · CREATIVE TECHNOLOGIST

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"Aut viam inveniam aut faciam."

Summary

Current Solutions Architect at Gol/Smiles.

As a seasoned Solutions Architect and Creative Technologist, I bring over 15 years of expertise in crafting innovative solutions. My commitment lies in making cutting-edge technology accessible to all, developing intelligent solutions that empower individuals, and fostering community growth.

I am driven by the belief that creative technologies should be indistinguishable from works of art, a philosophy that guides my approach to every project. My passion for pushing boundaries and creating impactful solutions has been a driving force throughout my career.

Education

Universidade Federal de Viçosa
Viçosa, Brazil

POSTGRADUATE DEGREE, SPECIALIZATION IN ARTIFICIAL AND COMPUTATIONAL INTELLIGENCE · *2024*

- Troubleshooting using AI tools

Estácio de Sá
Divinópolis, Brazil

BTECH. IN SYSTEM ANALYSIS · *2015 - 2019*

- Half graduation executed on Pontifícia Universidade Católica de Minas Gerais

Skills

DevOps	AWS, IaC, CI/CD, Jenkins, Sonar, Github
Back-end	Express.js, Django, .NET Core, REST API
Front-end	Redux, React, GatsbyJS, HTML5, LESS, SASS
Programming	Node.js, Rust, Python, C/C++, C#, LaTeX
Languages	Portuguese, English

Experience

Gol/Smiles
Minas Gerais, Brazil

SOLUTIONS ARCHITECT · *Dez. 2022 - Present*

- Designed and implemented innovative technical solutions to drive growth and optimization for aviation and loyalty program platforms.
- Collaborated cross-functionally to align business objectives with technical architecture, ensuring scalability and performance.
- Evaluated emerging technologies and led platform optimization efforts to enhance efficiency and reliability.
- Managed risk, ensured compliance, and monitored performance metrics to optimize system performance.

Rethink
Minas Gerais, Brazil

BACKEND ENGINEER · *Nov. 2020 - Dez. 2022*

- Designed an overall service architecture and pipelines of micro-services architecture.
- Implemented several API microservices in Node.js and in the serverless AWS Lambda functions.
- Deployed a centralized logging environment(ELK, CloudWatch, AWS X-Ray) which gather log data from lambdas and AWS resources.
- Designed the Smiles Frump, a simple nodejs lib that automatically captures unhandled errors thrown by lambda functions and formats output response based on a defined schema.
- Designed a nodejs module that mask sensitive information from given JSON (objects / arrays) using functional programming style, and pure functions.

Meu Locker
Minas Gerais, Brazil

FULL STACK DEVELOPER · *Aug. 2018 - Nov. 2020*

- Implemented RESTful API server for locker booking application(Meu Locker in Google Play).
- Built and deployed overall service infrastructure utilizing Docker container, CircleCI, and several AWS stack(Including EC2, ECS, Route 53, S3, CloudFront, RDS, ElastiCache, Redis, Lambda, IAM), focusing on high-availability, fault tolerance, and auto-scaling.
- Developed an easy-to-use Payment module which connects to major PG(Payment Gateway) companies in Brazil.

Meatballs Digital Brunch   *Minas Gerais, Brazil*

ENTREMETIER DEVELOPER   *Jan. 2010 - Present*

- Full Stack developer, building and creating awesome things, Meat- balls is a kitchen of ideas where the ingredients are art and tech- nology.
- Build hardware and software integrations to give live to a bunch of experiences.
- Consulting in the development of automation systems and embed- ded systems, microcontroller programming and development of man-machine interface.
- Projects: Unimed Juntos Inovamos, Interactive Smell System Tools, artReality

Strata Engenharia   *Minas Gerais, Brazil*

SYSTEM ANALYST DEVELOPER   *Jul. 2011 - Out. 2014*

- Designed the AMS(Automated Maker System), an automated sys- tem that marks the road with pre-programmed spacing (or stak- ing) by painting the lane; with paint road marking automatically in two colours, while the vehicle is in motion. The system is based on a mechanical-hydraulic assembly that shoots ink on the pavement based on the DMI.
- Implemented computing algorithms in a C# to analyse road sur- veys, like FWD (Falling Weight Deflectometer), IRI (International Roughness Index), Visual Condition Surveys.
- Designed the hardware and the software from the MCSS (Multi Cam Survey System), a vision system based on high-resolution cameras, digital odometer (Encoder), Aided GPS (INS) and barometer. The design has three main objectives: high resolution; high-quality im- ages at highway speed by controlling exposure value and shutter, precise positioning, and triggering intervals through independent triggering channels; and various image formats at the same high resolution.
- Designed a unified platform to get information from sensors like GPS, INS, encoder, barometer, etc. Using a fast, secure and struc- tured protocol.

Extracurricular Activity

Comunidade Servos da Cruz   *Minas Gerais*

VOLUNTIER   *Sep. 2016 - PRESENT*

- Designed a tech lab, enable digital access, and provide education to create a community that empowers people to realize their potential.
- Provided technical support for Linux/Windows hardware and software.
- Proposed various marketing and network activities to raise awareness.

Amigos da Cultura   *Minas Gerais*

CORE MEMBER   *Jan. 2003 - Dez. 2005*

- With the Arte Solidária project, a show was created in which the whole community was called to participate, with which we created and discov- ered talents. All income from the event was converted to institutions that support society and nonprofits.

Certifications

2022	**AWS Certified Developer – Associate**	*AWS*
2020	**AWS Certified Solutions Architect – Associate**	*AWS*
2020	**AWS Certified Cloud Practitioner**	*AWS*
2022	**Graph Developer - Associate**	*Apollo Graph*
2012	**MCPS: Microsoft Certified Professional**	*Microsoft*
2012	**MTA: Software Development Fundamentals**	*Microsoft*