Marco Campos

Staff Developer – Full Stack

✉ me@madcampos.dev (mailto:me@madcampos.dev)

🔗 https://madcampos.dev/ (https://madcampos.dev/)

in LinkedIn (https://linedin.com/in/madcampos)

GitHub (https://github.com/madcampos)

CodePen (https://codepen.io/madcampos)

Strong understanding of JavaScript and its basis with 15+ years of experience working with node.js and web technologies. Good team and leadership experience by managing a full team of developers, working as a scrum master for 3 years, and menthoring other developers.

Skills & Languages

- ◆ Angular (4 years)
- ◆ AWS (3 years)
- ◆ Docker (4 years)
- ◆ Git (10 years)
- ◆ JavaScript (15+ years)
- ◆ Laravel (2 years)

- ◆ MongoDB (5 years)
- ◆ MySQL (5 years)
- ◆ Node.js (15+ years)
- ◆ PHP (7 years)
- ◆ Python (1 years)
- ◆ React (4 years)

- ◆ Scrum (5 years)
- ◆ TypeScript (8 years)
- ◆ Vue.js (2 years)
- ◆ WordPress (5 years)
- ◆ English (Fluent)
- ◆ Portuguese (Fluent)

Experience

Staff Developer — Full Stack

Tenstorrent (AI Hardware Manufacturer)

DECEMBER 2023 — PRESENT

Toronto, Canada (Hybrid)

Worked on data visualization tools for analyzing large performance datasets.

◆ Improved performance of data heavy react app from 1 minute to under 3 seconds.
◆ Implemented UI and logic for loading app data via SSH.
◆ Forked a Google and added features to it while maintaining more than 95% compatibility.
◆ Implemented data analysis app with "human in the loop" model for quick feedback on data changes.

Staff Developer — Full Stack

Lights On Software (Software Agency)

DECEMBER 2023 — PRESENT

Toronto, Canada (Hybrid)

Worked on projects for clients long term, providing full stack skills and knowhow.

◆ Maintained a good relationship with clients, with always positive feedback.
◆ Delivered new features and bug fixes swiftly.

Senior Backend Developer

Moka/Mogo (Stock trading application)

FEBRUARY 2021 — NOVEMBER 2023

Toronto, Canada (Remote)

Responsible for writing backend code, communicate with the finance team, and bridge communications between teams in Canada and Europe.

◆ Improved delivery time of the project by acting as Scrum Master and managing tasks for the team.
◆ Responsible for improving the core product backend and improving experience for users across Canada and Europe.
◆ Reduced costs with third-party services by refactoring part of the application and removing redundant calls to external services.
◆ Improved delivery time by acting as a scrum master, where I improved visibility on project status and current bugs.
◆ Facilitated knowledge sharing between team members and worked as an onboarding partner for three new team members.
◆ Built and deployed new services and APIs using Docker and Node.js.
◆ Implemented AWS lambdas to process a pipeline to buy and sell on the stock market.

◆ Worked on integration with third party provides, including Braze and Contentful, to provide backend proxies to those providers.

Senior Full Stack Developer

Drag App (Gmail integration app)

Responsible for improving the application code and implementing new features.

◆ Improved applciation load times, making the user experience smoother.
◆ Refactored and consolidated multiple components to share code, improving code maintainability and design consistency.
◆ Refactored the codebase to remove old dependencies, improving reliability and moving code closer to standards.

Volunteering

Dev Community Volunteer

OCTOBER 2022 — AUGUST 2025

Toronto Javascript (https://torontojs.com/)

Organized and hosted events for the community.

◆ Presented in 4 talks at "Teck Talk" events.
◆ Hosted "Code Club" event focused on mob programming and pair coding.
◆ Worked as project manager for a volunteer management system, managing goals and a team of 10 developers while providing feedback and mentoring to the junior developers on the team.

Education

Post-Graduation Agile Methodologies

DECEMBER 2019 — DECEMBER 2020

Unicesumar (https://www.unicesumar.edu.br/)

◆ Wrote a case study of the results of implementing scrum on the team I was working with at the time.

B.Sc. Computer Science

DECEMBER 2015 — DECEMBER 2018

[Universidade de Cuiabá (https://www.unic.com.br/)](https://www.unic.com.br/)

◆ Worked in academic research on usability, accessibility, and user experience.
◆ Published 3 research papers.
◆ Was elected president of the student union for 4 years.

Interests

◆ Crochet
◆ Lego
◆ Board Games
◆ Role-Playing Games