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I propose to consider the question: "Can machines think?" — Alan Mathison Turing

Work hard. Dream big.

open source



As an official member of the Go organization on GitHub, I have made substantial contributions to the Go language's core components. My work spans across the runtime, atomic operations, APIs, bug fixes, and documentation, and has been instrumental in enhancing the Go language's performance and usability.

- **Runtime:** Enhanced the efficiency and reliability of the Go language's runtime system, leveraging assembly routines for multiple architectures.
- **Atomic Operations:** Ensured safe and correct execution of concurrent operations.
- **APIs:** Developed and maintained new standard library APIs, improving their functionality and usability.
- **Bug Fixes:** Identified and fixed bugs, enhancing the stability and reliability of the Go language.
- **Documentation:** Contributed to the Go language's documentation, ensuring it is accurate, comprehensive, and easy to understand.
- **Issue Triaging:** Managed and prioritized issues effectively.

A detailed record of my contributions to the Go language can be found at the [following link](#)

work

2022 - ongoing

FULL STACK SOFTWARE ENGINEER *Meisterwerk* **Remote / Full-time / Germany**

- Collaborated with cross-functional teams, including designers, product managers, and backend developers, to deliver high-quality software solutions that meet business and user requirements.
- Designed and implemented HTTP and gRPC APIs using Golang, ensuring security, scalability, and maintainability of the system.
- Implemented software debugging and profiling techniques using tools such as Delve and pprof, resulting in significant improvements in system performance and reliability.
- Developed and maintained a mobile app using React Native, ensuring its compatibility with both iOS and Android platforms, implementing new features, fixing bugs, and optimizing performance to provide a seamless user experience.
- Responsive and user-friendly web applications using React and TailwindCSS, ensuring high performance and optimized user experience.

2022

FULL STACK SOFTWARE ENGINEER *Watchcrunch* **Remote / Full-time / USA**

- Software development using the Laravel Framework

2021

ASSOCIATE / FULL STACK SOFTWARE ENGINEER *Bucks App / Startup* **Remote / Full-time / USA**

- Mercury Raise Round IV for startups
- Developed backend systems using multiple AWS services (S3, Cognito, SES, SQS, Lambda, SAM).
- Developed a React Native mobile app for both Android and iOS.
- Integrating with financial solutions such as Dwolla, Checkbook and Plaid.
- Developed an embedded Plaid Link for React Native that does not depend on native code.

2019-2021

CTO / LEAD SOFTWARE ENGINEER *3CPLUS Call Center Solutions* **Remote / Full-time**

- Managing a team of 4 engineers, including code review, interviewing potential team members and ensuring the team delivers sprints and OKR's on time.
- Company reached a MRR growth of 120% in 2020
- Thousands of concurrent users and simultaneous calls in realtime
- Developed a high throughput bulk ingestion system in Go to feed realtime data into a PowerBI data lake for later mining and visualization.
- Developed an Open Source Kubernetes operator to report services health to an external status page.
- Rewrote the mailbox detection AI using Tensorflow 2, Tensorflow Serving and various improvements, resulted in a 10x speedup and 20x lower cpu usage.
- Created an open source program(iowatch) in Rust to execute commands when files change to automate multiple tasks.
- Added buffer reuse support to Google Storage Go to reduce allocations and GC pressure.
- Developed mauri870/gcsfs, a bridge between golang's 1.16 new io/fs and Google Cloud Storage.

2016-2019

FULL STACK SOFTWARE ENGINEER *3CPLUS Call Center Solutions* **Remote / Full-time**

- Leading the migration of a full stack project to Google Cloud Platform and Kubernetes.
- Used various GCP resources (GKE, Storage, IAM, MemoryStore, Compute Engine)
- Splitting a larger and complex system into a distributed architecture composed of smaller microservices on top of docker containers, scalable horizontally.
- Creating REST, GRPC and Websocket APIs in Go, NodeJS and PHP.
- Develop web applications and APIs with PHP and Laravel Framework, Redis, SQL and NoSQL, processing thousands of events per second.
- Multiple contributions to Laravel Framework, Laravel Horizon and the mongodb library.
- Codebase migration and adoption of PHP 7 and later 8.
- Developed an Asterisk PABX module in C and Rust to persist call recordings to Google Storage.
- Writing software and API documentation in Markdown, OpenAPI and PlantUML.
- Automating CI/CD with Gitlab and Docker, reduced build times to seconds and the deployment integrated with Kubernetes, mostly zero downtime.
- Designed and built a custom webphone with VoIP click-to-call and CRM integrations that runs as a web extension, PWA, hybrid app and webapp reusing the same codebase.
- Architected and applied Artificial Intelligence on the detection of mailboxes in realtime calls with Tensorflow and Python, greatly improving the performance and assertivity of our predictive dialing algorithm by more than 70%.
- Developed a tool in Rust to filter and clear blacklisted data from CSV/TSV mailing files, increasing system assertivity.
- Created an event broker to serve realtime application events through Websocket and Server-Sent Events(SSE).

2015-2016

SOFTWARE DEVELOPER *Freelancer*

- Web applications using PHP/Laravel and VueJS.

2014-2015

IT ASSISTANT, PRIVATE RANK *6th Comms Bn of the 6th Div, Brazilian Army* **Onsite / Full-time**

- Linux and Windows troubleshooting and computer maintenance in general.
- Collaborated on the development of a real-time dashboard system for the command center.
- Signal Corps.
- Went to army reserve with a honorable mention.

education

2023-present

DOUBLE SPECIALIZATION IN DATA SCIENCE AND ARTIFICIAL INTELLIGENCE, CYBERSECURITY *Uninter, Brazil*

Related coursework:

- Fundamentals of Neuroscience Program (ongoing) - *Harvard, EdX*
- Integrative Neuroscience - *UFRGS*
- Neurology of Learning - *IFSUL*
- Sentiment Analysis and introduction to Natural Language Processing - *UFRGS*
- Introduction to Software Simulation in Combat and Armored Warfare, IV - VI Edition- *UFRGS, Brazilian Army*

2017-2021

BACHELOR OF TECHNOLOGY IN INFORMATION TECHNOLOGY WITH A FOCUS ON SYSTEMS ANALYSIS AND DESIGN *Uniftec, Brazil*

languages

Portuguese
English

skills

Languages:

TypeScript/JS, Golang, Rust, PHP, SQL, Python, C, Bash

Fields:

Distributed Systems, Artificial Intelligence, Cloud Computing, Web, Product Management, Cybersecurity

Devops:

Docker, Kubernetes, AWS, GCP, Gitlab

Processes:

Agile, Scrum, Kanban, OKR's