Contato

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Principais competências

Java
Amazon Web Services
Aprendizado de máquina

Languages

Português
Inglês

Nelson Frugeri, Jr

Tech Lead | Software Development Specialist
Campinas, São Paulo, Brasil

Resumo

Software development technical leader with know how in building digital platforms, with extensive experience in design patterns, software engineering and architectural patterns, focusing on end-to-end delivery, from discovery and refinement processes to release and monitoring in production, always oriented to data and facts through technical metrics and business results.

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Experiência

Zup Innovation
Tech Lead
fevereiro de 2022 - Present (1 ano 3 meses)
Remoto

Responsible for leading Zup's people within the Itaú squads. My main challenge is to make software developer people deliver quality results and achieve key objectives and results.

My main skills are: lead, enable and inspire people to have high quality and be high performance teams; hire and retain talent; responsible for deliveries; manage the financials; responsible for meritocracy and promotions of my team members; guide and direct the development of the teams' technology products.

My main deliverables were: build a microservices architecture capable of performing a high amount of requests using few computational resources, using AWS ECS with Fargate, Lambdas, DynamoDB, and applications being developed with Java Spring WebFlux for high throughput. It was also built an event-driven architecture, being its communication based on SAGA design pattern, with the use of AWS SNS and SQS, with high resilience and responsiveness.

Both deliveries provided a significant improvement in the user experience during their journey, with an increase in the number of contracts made, a decrease in cancellations and abandonments, thus the OKRs were achieved, as well as the NPS had a relevant increase, and the AWS resources were used effectively, with low cost and high computational efficiency.

Via
Software Architect
setembro de 2021 - fevereiro de 2022 (6 meses)
Remoto

Software architect and principal technical leader of the AntiFraud tribe, aiming to build the company's digital platform in the segment of security and fraud analysis. My main deliverable was the AntiFraud agnostic digital platform, capable of being pluggable to the company's partners and clients in a scalable and resilient way, attending thousands of requests per day. The platform was developed to be integrated with the use of artificial intelligence for fraud analysis, having high throughput and low latency, which enables a greater number of users. The platform was created with the purpose of being configurable, that is, the user can create its security rules according to a certain risk, which generates more flexibility during fraud analysis in retail campaigns.

After the delivery in production there was a decrease in false positives and a higher assertiveness regarding fraudulent transactions, it was also proven a significant decrease in the response time of a fraud analysis, as well as an increase in the amount of simultaneous users during the fraud analysis process.

Lojas Riachuelo
Squad Leader
novembro de 2020 - agosto de 2021 (10 meses)
Remoto

Technical Responsible and for being the leader of the people in the Checkout squad of the Digital Channels tribe. As Squad Leader my purpose was to ensure that the deliveries of the squad were of high quality, on time and delivering value to the customers and the company, I was also responsible for the careers of my subordinates. My main activities were: Career tracking through Individual Development Plan; alignments to maintain the vision and values of the company through one-to-one with my leads; tracking of activities and deliverables for deadline length as well as with technical metrics and business/product expectations; management of agile metrics (throughput, cycle time, lead time, number of bugs, expedite, technical debt, backlog of new features, etc) through analysis and for proper decision making; management of technical metrics (number of simultaneous users, response time, error rate; usage and availability of computing resources) in order to maintain and/or achieve low cost and higher efficiency regarding cloud computing; there was also the follow-up of business/product metrics with the product leader. My

biggest deliverable was designing with my peers a software engineering model based on DevOps and Customer Kanban culture, which allowed the company to deliver software continuously and with high quality.

CVC CORP
Tech Lead
novembro de 2019 - outubro de 2020 (1 ano)
São Paulo, Brasil

Responsible for creating and implementing digital strategies with the technical team, product area, and other stakeholders, with the objective of creating high-performance, resilient, fault-tolerant, reliable, simple, and high-quality technology products. I was responsible for the end-to-end quality engineering process, from technical refinement to production delivery.

luizalabs
Software Developer
novembro de 2016 - outubro de 2019 (3 anos)

CARGOBR
Software Developer
abril de 2014 - outubro de 2016 (2 anos 7 meses)
Remoto

Acedata Software
Computer Programmer
agosto de 2010 - março de 2014 (3 anos 8 meses)

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Formação acadêmica

UNI-FACEF
Analista de Sistemas, Gestão de Sistemas de Informação · (2014 - 2017)