

# Samuel Rubens

Senior Software Engineer — SRE & DevOps

## Professional Summary

5 years experienced Software Engineer and Technical Lead specializing in App Full-Stack Development, Site Reliability Engineering (SRE), and DevOps. My career focuses on bridging the gap between complex application logic and robust cloud infrastructure. Open source addicted, and walking into the path of simplifying projects with serverless approaches to avoid initial overscaling and boilerplate.

## Work Experience

Aug 2025–Present	<b>Senior Software Engineer, MT2 Data, Remote</b> Leading infrastructure modernization and industrial data platforms. <ul style="list-style-type: none"><li>○ <b>Dexco ERP:</b> Integrated the Logistics Optimizer with time-series models and priority algorithms. Built a responsive Kanban-like platform with RBAC for directors, sellers, and drivers.</li><li>○ <b>Vizonari.ai:</b> Architected the AI-native analysis platform combining Jupyter-style notebooks with LLM agents.</li><li>○ Implemented CI/CD and deployment ecosystem with serverless approach and bare-metal fallback to achieve zero-downtime.</li></ul>
Jun 2024–Aug 2025	<b>Technical Lead &amp; Senior Software Engineer, Prisma Tech, Remote</b> 1 year, 3 mos <i>Promoted from Senior Software Engineer (Jan 2025) and Software Engineer (Jun 2024).</i> <ul style="list-style-type: none"><li>○ <b>Rogues Ecosystem (roguesnft.com):</b> Architected hybrid auth (WalletConnect/OAuth) and on-chain staking. Built a high-performance virtualized NFT gallery and Shopify-integrated marketplace.</li><li>○ <b>FinanSafe (grupofinansafe.com.br):</b> Defined full-stack architecture for recurring payment systems and AI-driven financial planning. Implemented microservices architecture.</li><li>○ Implemented CI/CD, deployment ecosystem with serverless approach and cache-aside pattern.</li></ul>
Jul 2022–Mar 2024	<b>Software Engineer, BTG Pactual, Remote</b> 1 year, 9 mos <ul style="list-style-type: none"><li>○ Developed critical features for BTG TRADER (App Store / Google Play).</li><li>○ Maintained CI/CD infrastructure and release automation in Azure DevOps.</li></ul>
Nov 2021–May 2022	<b>Software Engineer, U-Get, Remote</b> 7 mos <ul style="list-style-type: none"><li>○ Developed Flutter mobile apps consuming internal company data resources.</li><li>○ Assisted in structuring DevOps tools for microservices provisioning and monitoring.</li></ul>
Feb 2021–Nov 2021	<b>Software Engineer, Zenith Aerospace, Remote</b> 10 mos <ul style="list-style-type: none"><li>○ Developed open source mobile app (App) for Atmospheric Probe Tracking for Zenith Aerospace Group.</li></ul>

## Education

Mar 2023–Jan 2025	<b>Bachelor of Computer Science, University of São Paulo (USP), São Paulo, SP</b> Focus on distributed systems and algorithms.
Mar 2020–Jan 2023	<b>Bachelor of Computer Engineering, University of São Paulo (USP), São Paulo, SP</b> Transferred to Computer Science after completing core engineering curriculum.
2019	<b>Cambridge Advanced Exam (CAE), Cambridge English Assessment</b> Achieved C1 CEFR level certification.

## Technical Skills

Languages	Go, TypeScript, Python
Backend	Bun, Hono, NestJS, FastAPI, Gin
Frontend	Next.js, React, Vite, Flutter, Tailwind CSS
SRE & DevOps	Kubernetes, Docker, Terraform, GitHub Actions
Cloud	Railway, Cloudflare, NeonDB, Supabase, Azure, AWS
Spoken Lang.	Portuguese (Native), English (Advanced C1)