

Marcos Benevides | Software Engineer

Rondônia / Brazil

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Executive Summary

I have 6+ years of experience dealing with backend systems and infrastructure, leveraging functional programming in both domains.

Employment

Terrateam <i>OCaml Developer</i>	Amsterdam, North-Holland (Remote) <i>Apr 2025 – Present</i>
Divisions Maintenance Group <i>Technical Lead</i> <ul style="list-style-type: none">○ I've been named tech lead of one of our financial services.	Ohio, United States (Remote) <i>Jul 2024 – Apr 2025</i>
Divisions Maintenance Group <i>Software Development Engineer 2</i> <ul style="list-style-type: none">○ Developed backend solutions using F# and C#.○ Resolved bugs and improved a legacy monorepo by troubleshooting issues in a decade-old database.○ Implemented new projects to transition from our outdated systems, incorporating immutable architectures based on functional programming principles.○ Created specialized tools to facilitate local issue reproducibility within our microservices infrastructure.	Ohio, United States (Remote) <i>Apr 2022 – Jul 2024</i>
Kanagawa Inc. <i>F# Freelancer & Cloud Engineer</i> <ul style="list-style-type: none">○ Collaborated with the technical founder to refactor F# applications.○ Provided guidance to junior developers on functional programming concepts.○ Bootstrapped their cloud infrastructure using Terraform and other Infra-as-Code tooling.○ Developed automation pipelines in GitHub to streamline processes.	São Luís, Brazil (Remote) <i>Aug 2023 – Nov 2023</i>
datarisk.io <i>Lead DevOps Engineer</i> <ul style="list-style-type: none">○ Led an effort to move cloud providers, inherited a poorly maintained, scarcely monitored and undocumented AWS infrastructure. In less than 2 years we had moved to Azure, with proper monitoring, cost-saving measures and a infra-as-code approach.○ Reduced our cloud-billing by 80%.○ Mentored my interns until they were able to safely replace me (and be promoted).○ F# + Python backend development.	Florianópolis, Brazil (Remote) <i>Nov 2020 – May 2022</i>
datarisk.io <i>Software Engineer</i> <ul style="list-style-type: none">○ Started as the 3rd engineer (and first remote hire), focusing on Python Backend development before advancing to Lead DevOps Engineer.	Florianópolis, Brazil (Remote) <i>Oct 2019 – Nov 2020</i>
FIEMA/CEUMA <i>Internships and Java Development Gig</i>	São Luís, Brazil <i>Feb 2018 – Nov 2018</i>

Skills

Programming *Functional* (Erlang, Gleam, F#, Haskell, Nix, OCaml), *Object Oriented* (C#, Python), *Procedural* (C, C++)
Devops *Infra* (Linux, NixOS), *Tools* (Docker, Git, Kafka, Kubernetes, Makefile, Shell, Terraform), *Automation* (CI/CD)
Architecting Monolithic and Distributed Designs, Cloud (AWS, Azure)
DBA *Languages* (SQL, Prolog), *RDBMS* (PostgreSQL, SQL Server, SQLite)
Management Technical Leadership

Education

UFMA - Universidade Federal do Maranhão <i>B.S. in Computer Science</i>	São Luís, Brazil <i>Apr 2013 – Jun 2019</i>
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As an undergraduate I've received two scholarships to study the following subjects:

- Introductory Real Analysis & Differential Geometry within our Department of Mathematics (2013-2014)
- Computer Vision & Image Processing as a undergraduate in Computer Science (2014-2016)

Projects

- I contribute sporadically and maintain some packages on [NixOS](#).
- Core developer of [Lyceum](#), an experimental MMO RPG built atop of Erlang, Zig, Nix/NixOS and PostgreSQL (with [omnigres](#)).
- I also develop and maintain some Erlang-based packages on hex, like [migraterl](#) and [erlandono](#).