

Marcos Benevides | Software Engineer

Rondônia / Brazil

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Executive Summary

I have 7+ years of experience dealing with backend systems and infrastructure, leveraging functional programming in both domains.

Employment

Terrateam

Amsterdam, North-Holland (Remote)

OCaml Developer (Contrator)

Apr 2025 – Present

- Originally joined as a freelancer to [implement SCRAM authentication for PostgreSQL](#) (to improve secure database connections).
- Refined comment-related features that drive workflows for the main TACOS (Terraform Automation and Collaboration Software) product.

Divisions Maintenance Group

Ohio, United States (Remote)

Technical Lead

Jul 2024 – Apr 2025

- I was promoted to tech lead of one of our financial services.

Divisions Maintenance Group

Ohio, United States (Remote)

Software Development Engineer 2

Apr 2022 – Jul 2024

- 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- Implemented new projects to transition from our outdated systems, incorporating immutable architectures based on functional programming principles.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.

Kanagawa IO

São Luís, Brazil (Remote)

F# Freelancer & Cloud Engineer

Aug 2023 – Nov 2023

- 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.

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Florianópolis, Brazil (Remote)

Lead DevOps Engineer

Nov 2020 – May 2022

- 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.

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Florianópolis, Brazil (Remote)

Software Engineer

Oct 2019 – Nov 2020

- Started as the 3rd engineer (and first remote hire), focusing on Python Backend development before being promoted to Lead DevOps Engineer.

FIEMA/CEUMA

São Luís, Brazil

Internships and Java Development Gig

Feb 2018 – Nov 2018

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

B.S. in Computer Science

São Luís, Brazil

Apr 2013 – Jun 2019

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](#).