

Marcos Benevides | Software Engineer

Rondônia / Brazil

✉ marcos.schonfinkel@gmail.com • 🌐 schonfinkel.github.io • 🌱 schonfinkel
in schonfinkel

Executive Summary

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

Experience

Terrateam

OCaml Developer

Amsterdam, North-Holland (Remote)

Apr 2025 – Present

Divisions Maintenance Group

Technical Lead

Ohio, United States (Remote)

Jul 2024 – Apr 2025

- I've been named tech lead of one of our financial services.

Kanagawa Inc.

F# Freelancer & Cloud Engineer

São Luís, Brazil (Remote)

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.

Divisions Maintenance Group

Software Development Engineer 2

Ohio, United States (Remote)

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- Implemented new projects to transition from our outdated systems, incorporating immutable architectures based on functional programming principles.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

datarisk.io

Lead DevOps Engineer

Florianópolis, Brazil (Remote)

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.

datarisk.io

Software Engineer

Florianópolis, Brazil (Remote)

Oct 2019 – Nov 2020

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

FIEMA/CEUMA

Internships and Java Development Gig

São Luís, Brazil

Feb 2018 – Nov 2018

Skills

Programming Functional (Elixir, Erlang, Gleam, F#, Haskell, Nix), 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 esporadically and maintain some packages on NixOS.
- I'm a lead developer of Lyceum, an experimental MMO RPG built atop of Erlang, Zig, Nix/NixOS and PostgreSQL.
- I also develop and maintain some Erlang-based packages on hex, like migraterl and erlandono.