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.

Employement

Terrateam   **Amsterdam, North-Holland (Remote)**
OCaml Developer   *Apr 2025 – Present*

Divisions Maintanence Group   **Ohio, United States (Remote)**
Technical Lead   *Jul 2024 – Apr 2025*
- I've been named tech lead of one of our financial services.

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- Implemented new projects to transition from our outdated systems, incorporating immutable architectures based on functional programming principles.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

datarisk.io   **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.

datarisk.io   **Florianópolis, Brazil (Remote)**
Software Engineer   *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   **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   **São Luís, Brazil**
B.S. in Computer Science   *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.