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Top Skills

Solution Architecture
Cloud Computing
Scalable Web Applications

Languages

English (Native or Bilingual)
Spanish (Limited Working)
Portuguese (Native or Bilingual)

Publications

Integrating repositories of learning
objects using Web-services to
implement mediators and wrappers

Saulo Vallory

Co-Founder & Engineering Team Lead @ CVA | Solution
Architecture, Cloud Computing
São Paulo, São Paulo, Brazil

Summary

• • • • • 20 years of coding • • • 3 times founder (2 succeeded) •
• • 50+ people mentored • • • 111 Personal Repos on Github • • •
2 programming languages created • • • Contributor of Storybook,
Sass, Stylus, Chai, Sharetribe, Marko, and more • • • Worked for
companies in US, Latin America, and Europe - - - read the story

» THE STORY

There was a time when I was driven by a passion for coding.
Something about the ability to create things out of words spoke to
me. I would be pretty happy just to see that there was a new thing in
the world, a thing that I created!

Now, as Chief Technology Officer at Toki Labs, I'm driven by the
power of technology to transform lives, and make a difference in the
world. Code became a tool for transformation, as AI is becoming
now. My drive, my passion, and my concern today, is to use my
time and skills wisely, and make sure the changes I make are in fact
positive.

I'm always trying to optimize how I learn, and that led me to launch
a mentorship program for disadvantaged individuals, helping them
become developers by teaching them how to learn. With over 50
mentees, I've witnessed the impact of teaching others to become
self-learners and problem-solvers. Empowering people to unlock
their potential has been a deeply rewarding experience.

I thrive in complexity. Instead of getting overwhelmed by the
combinatorial explosion of possibilities that come with any sufficiently
complex system, I get excited with the opportunity to fit all the pieces
together and find solutions where there seems to be none. I do that
both for software and for social projects, and that's why I sometimes
say that I'm a "Social Alchemist". I apply Game Theory to social

issues, and I firmly believe that by understanding the motivations of individuals and groups, we can create positive-sum games that benefit everyone. This mindset has helped me solve problems and build strong relationships, both personally and professionally.

In addition to my technical pursuits, I enjoy exploring the complexities of life through poetry and music. Ultimately, my diverse interests, experiences, and love for creating positive change shape who I am as a professional and a person. I am eager to continue leveraging technology, teaching, and creative thinking to transform at least a small part of the world.

So now, you tell me: are you here to invite me for our next adventure?

:

- Software Architecture
- Entrepreneurship & Startup Leadership
- Product & Project Management
- Social Impact
- FinTech
- SaaS & Subscriptions

Experience

CVA - Component Variants Automator

Co-Founder & Engineering Team Lead

September 2024 - Present (1 year 1 month)

San Francisco, California, United States

CVA automates variant generation, freeing Designers from tedious tasks and boosting your productivity.

We launched on Product Hunt today! Please visit and leave us a comment.

<https://www.producthunt.com/posts/cva-component-variants-automator>

DreamFlare AI

Principal Engineer

April 2024 - August 2024 (5 months)

San Francisco, California, United States

I'm happy to be on the team that's bringing DreamFlare AI to life from zero. We are building a place where AI Artists will get visibility, prestige, and be rewarded as their awesome work deserves!

Toki Labs

Co-Founder and CTO

November 2022 - April 2024 (1 year 6 months)

Rio de Janeiro, Rio de Janeiro, Brazil

I accomplished a few things I'm really proud of here, aligning the company values with the development strategy. The low budget imposed a series of constraints that required a creative approach to staffing, development strategy and process optimization, and revenue increase.

- For staffing I Launched a mentorship program, attracting over 50 participants, leading to 5 full-time hires at low cost and facilitating 30+ to find a job in software development, reflecting our commitment to social impact.
- As a development strategy, I engineered Uisl, a proprietary UI specification language, optimizing our internal design to development workflow, resulting in at least a 50% reduction in specification time, compared to what I've seen in other software houses.
- To increase our revenue without outside investment, I expanded the idea of optimizing the UI development from Uisl to the Design Phase, via a subscription-based Figma plugin called CVA. The plugin encapsulates a new design process I've named "Controlled Generative Design". Using a rule-based semantic AI, the plugin reduces the time to create Design Systems by at least 70%, some tasks that used to take hours can be done in minutes.

Toki Labs now has a solid foundation with some happy clients like Calligo. And with these improvements in place, it is now on track for a profitable year in 2024.

Rocket Money

Senior Software Architect

July 2019 - March 2021 (1 year 9 months)

San Francisco Bay Area

I joined Rocket Money when it was still called Truebill. Back then, the company didn't have a well-defined onboarding process, so I decided to change that while I went through my own onboarding, so others wouldn't have to. I

spearheaded a movement towards documentation, and managed to get not only IT, but all departments on board and excited about it. That's how Tuebill got its full-company wiki on Notion that we all came to depend on.

Developing at Truebill was a bit different. There, we took charge of a feature from architecture design, to deployment, and monitoring.

Among other features, I was responsible for the Pay Advance, which integrated our app with Synapse and Stripe to give customers instant pay advances and automatically charge it back when they got their paychecks.

My work on subscription management there was not like that, though. Subscriptions was a huge subsystem with old code nobody wanted to touch, but that was in desperate need of an update. That is actually where I shine the most: architecture. I can learn and understand a process really fast, and absorb a huge amount of information. On top of that, I actually have fun reorganizing, and optimizing complex systems. So I took it. The result was a more effective subscription management system that surpassed Stripe's and other tool's processes in reducing churn and in charge success rates.

Crossover

Product Chief Architect

March 2018 - April 2019 (1 year 2 months)

Austin, Texas, United States

As a PCA I was responsible for coordinating the development and SaaS operations for several products. For most of the time I worked there, that product was <http://getchute.com/>

The most challenging thing I did while there was coordinating a team of about 40 people to deliver deep changes to the product in one month, due to Facebook removing the Instagram API.

Doare

CTO

August 2017 - February 2018 (7 months)

Florianópolis Area, Brazil

I helped bring the Doare architecture to a whole new level. We migrated from a Cake PHP application to a microservices based architecture on Node. Given the complexity of the business requirements, most of the services were built using Domain Driven Design, Event Sourcing and CQRS.

Among other technologies, we used: node, typescript, angular, hapi

Cleanify

Chief Software Architect

April 2016 - August 2017 (1 year 5 months)

San Francisco Bay Area

I was hired to help Cleanify migrate the legacy monolithic PHP system to a microservices architecture on Node, using Hapi and written in Typescript. We also re-implemented UIs in React and Vue.js. A couple services required Domain Driven Design, Event Sourcing and CQRS, others were simple REST APIs and one was implemented using GraphQL. It was a lot of work but also really fun!

Softo

Chief Software Architect and Engineering Manager

March 2013 - January 2014 (11 months)

Rio de Janeiro Area, Brazil

My first assignment at Sof.to was to define the entire development stack and strategy we would use. The result was a solid foundation which is used to solve very complex problems. It was based on Domain Driven Design, CQRS and Event Sourcing principles. We used C#.Net MVC and Web API on the backend; NHibernate and Entity Framework for persistence with a SQL Server database; Sass, TypeScript and Angular for the user interface.

Camiseteria.com

Software Architect

August 2010 - February 2013 (2 years 7 months)

I was hired to beat the challenge of single-handedly do in three weeks what the government had give a year for the companies to do: integrate the sales to a national database of electronic receipts. All went all and not even one sale was lost because we weren't compliant with the new Brazilian law. The next big challenge was to change the entire development stack from a .Net 2.0 webpages setup to the current .Net 4.5 MVC 4 following the Domain Driven Design. And do that without stopping the current demand for maintenance and new features. The benefit this change brought to company is hard to measure, but is certainly enormous in terms of productivity and developer happiness.

Tecgraf

Systems Analyst

March 2010 - June 2010 (4 months)

descolando!

Owner and CTO

January 2007 - August 2009 (2 years 8 months)

I designed the solution from scratch and coordinated the team which developed the project. The application was built upon a PHP framework inspired on Microsoft's .Net framework I had developed. To know more about this framewor see <http://www.saulovallory.com/projects/neobase>

Neoconn Networks

Owner and CTO

March 2005 - August 2009 (4 years 6 months)

As Owner and IT Director, I coordinated the development of products, from development process definition to quality control. Worked also on research and development of new technologies, including the development of a PHP framework inspired on .Net called NeoBase (<http://www.saulovallory.com/projects/neobase>).

TecBD - Laboratório de Tecnologia em Banco de Dados da PUC-Rio

Java Developer & Researcher

June 2004 - August 2005 (1 year 3 months)

At TecBD my role was to developed the application to prove the findings of our research. I developed an application, using Java, web languages and web services, to integrate the databases of the universities in PGL (Partnership in Global Learning) e.g. PUC, FGV and University of Florida. The purpose of such integration was to share learning objects among the universities, yet allowing the adoption of any database schema or paradigm. The research resulted in a paper accepted in International Conference on Next Generation Web Services Practices (check it out at <http://doi.ieeecomputersociety.org/10.1109/NWESP.2005.49>)

Empresa Júnior PUC-Rio

IT Consultant and Marketing Team Member

September 2004 - February 2005 (6 months)

As in any Junior Entrepreneurship, I was responsible for preparing a project proposal, meeting the client, selling projects and develop it. I was also in marketing perspective group. Back then, we redesigned the website and stationary, improving clients digital and press communication, and revamped the branding, including the logo.

QX3

C#.Net Developer

2004 - 2004 (less than a year)

Education

Pontifícia Universidade Católica do Rio de Janeiro

Bachelor's degree, Computer Science · (2003 - 2008)