

Vinicius Milani

Software Engineer

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EXPERIENCE

Backend Engineer

iFood 

07/2024 - 01/2025 Fully remote

- Developed new features and fixed issues using primarily **Java** and **Spring** on a microservice environment.
- Analyzed rollout data with **Datadog**, **LogZ** and others.
- Created **architectural decision documents** for feature development.

Software Engineer

SAP 

07/2020 - 06/2024 São Leopoldo, BR

- Working on a project with a **microservice** architecture in a cloud environment, mainly on the backend, using **Java** and **Spring**, and on the frontend with **Javascript** and **SAP UI5**.
- Delivering quality code, with 90% coverage or more of **unit tests** and **integration tests**.
- Delivered trainings on the **SOLID** principles for international teams.
- Acted as **security contact** between my team and international teams.

Developer Intern

SAP 

12/2018 - 07/2020 São Leopoldo, BR

- Participated in the development of a small-sized cloud project, using **Java Spring** to financial customers.
- Maintained **DevOps pipelines** for applications in **SAP Cloud Platform**.
- Developed frontend applications with **UI5** and **Typescript**.

Research Assistant Scholarship

Technische Universität Kaiserslautern 

02/2017 - 02/2018 Kaiserslautern, DE

- Ported a **Neural Network** OCR application in **C++** to the Intel Xeon PHI.

SKILLS

Java

Spring
boot

Jenkins

SAP
BTP

JavaScript

Docker

PlantUML

Unity

HANA

Unit
Test

Git

LANGUAGES

Portuguese native

English fluent

Spanish intermediate

German basic

EDUCATION

Computer Engineering

UFRGS 2014 - 2021

OTHER EXPERIENCES

Tutoring Discrete Mathematics

UFRGS 2014

Research Publication

CARVALHO, L. F. B. S.; BARONE, D. A. C.; BERCHT, M; TIMM, A.; **FREITAS, V. M. R.** Imbuing and evaluating motivation in videogames: accounts in the teaching of Brazilian Folklore. In: SBGames, 2016.