

I have over 5 years of experience architecting solutions for a wide range of problems and helping teams unlock new knowledge. I am a full-stack developer with a specialization in C# and general performance optimizations. I have led a team that worked on implementing new components in Avalonia UI, and I have helped multiple teams deliver new features using a variety of technologies, ranging from desktop applications to Android, macOS, and web applications.

Work Experience

Systems development analyst II Intelbras team	Radek Systems Curitiba, Brazil	Oct 2024–Present
- Improved UI/UX and optimized the frontend of an image recognition application using Avalonia UI and PySide6, with a backend built in C# and Python leveraging OpenCV, resulting in a 70% visual improvement across the application. - Implemented new features for a cross-platform desktop application (Windows and macOS), focusing on application evolution and performance improvements using C# and Avalonia UI. - Developed new Avalonia UI components for internal use across teams.		
Full-stack developer Technical Lead	Verion OleoHidraulica Brasil Santos, Brazil	Jan 2024– Sep 2024
- Migration of Android (Xamarin) and WPF applications to Avalonia UI, always focusing on optimization and visual improvements to bring the designer's vision to life. - Developed proof of concepts (POCs) to evaluate and validate new technologies. - Led a team responsible for building reusable components, reducing development time by at least 50% and enabling developers to focus on screen implementation. - Managed projects, ensuring timely delivery and alignment with business goals.		
Game developer Technical Lead	MoyaGames LTD. Remote, Canada	May 2023– Jan 2024
- Implemented new gameplay systems using Unity and C#. - Optimized performance, improving game feel by at least 60% and making code improvements that enabled maintainability for future developers. - Worked on adding systems using Steamworks and similar libraries.		
Software engineer	CI&T Belo Horizonte, Brazil	2021-2023
- Worked on the implementation of microservices and monolithic applications in fintech and open banking projects using C# and Java for the backend, Angular for the frontend, EF and Dapper as ORMs in C#, and JDBC in Java, as well as other technologies such as Kafka and RabbitMQ, following agile methodologies like Scrum, Kanban, and Lean. - Assisted in migrating monolithic applications to separate microservices, improving solution availability by at least 40%.		

Education

- **B.Sc. Analysis and systems development**, UniCesumar. **2020–2023**
- **Postgraduate in Mathematics Oriented to the Study of Geometry**, Focus. **2024–2025**

Technologies and Languages

- **Languages:** C#, C/C++, Java, Python, Angular
- **Backend & Databases:** ASP.NET, PostgreSQL, MSSQL, OracleDB, MySQL, RESTful APIs, EF, Dapper
- **Messaging systems:** Kafka, RabbitMq
- **Architecture & Core:** Domain-driven design, Clean architecture, Microservices / Monolithic Design
- **Frontend & Tools:** WPF, Xamarin, Avalonia UI, Pyside6, Git

Projects

- [**3D2Y**](#): Personal 2D game engine developed using C++ and SFML for graphics, Dear ImGui for tool creation, and Premake5 for build systems.
- [**AbyssBenchmark**](#): Developed a simple benchmark package to facilitate easy performance testing.
- [**bit-forge**](#): This is a project based on the awesome-cpp project to help people learn new technologies.