

LUCAS MENEZES GUZZO

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Professional Summary

A software engineer with a great passion for technical challenges and innovative solutions. Expertise in microservices architecture, event based design, cloud based solutions and more than 10 years of experience with backend development with .Net.

Skills

- C#
- .Net
- .Net Core
- Unity3D
- Microservices
- REST API
- SQL Databases
- MongoDB
- RabbitMQ
- Kafka
- SignalR
- AWS
- Azure
- Javascript
- Typescript
- React
- Vue
- Angular

Work Experience

Lead Software Engineer

SciSports(25Friday), Porto - PT

Mar 2021 - now

Responsible for development, maintenance and operation of all the backend services. Leader of the back end team, responsible for mentoring and helping in technical decisions.

- Migrated one of the products from a legacy python codebase hosted in AWS to modern .Net hosted in a kubernetes cluster in Azure.
- Enabled business to directly control recurrent flows without having to rely on the development team, implementing a scheduler service that replaced kubernetes cronjobs.
- Implemented several interfaces with different data providers, ranging from consuming REST API, RabbitMQ messages, EventHubs, and TCP connections.
- Implemented a match visualization tool using Unity 3D, creating a top-down 2D view synced with the match video footage.
- Implemented a real time dashboard for users to follow their team performance during a match and giving them the possibility to immediately act on necessary corrections.
- Managed more than 50 different microservices, fixing bugs and adding new features requested by business.

Software Engineer

Basecone, Porto - PT

Aug 2019 - Mar 2021

Responsible for developing the roadmap of the product, with great focus on nonfunctional requirements, such as integrations with the cloud (AWS), decoupling services from the monolithic solution and design of custom libraries for internal use.

- Reduced in 50% the number of requests that reached the virtual machines by implementing a CDN to serve static files.
- Identified the most used and slowest requests to help create a roadmap for decoupling the application monolith.
- Rewrote one of the main services into a series of Lambda Functions to deliver a serverless solution.

Software Engineer

Farfetch(Altran), Porto - PT

Nov 2018 - Aug 2019

Responsible for developing the roadmap of several microservices in Pricing Cluster, refactoring legacy code to solve technical debt and implementing unit tests to achieve the quality goals needed. Worked mainly with .Net Core, Event Sourcing pattern, MongoDB and Kafka.

- Implemented Data Driven Tests to guarantee the business logic maintenance during refactors.
- Refactored the main Aggregate Root to attend the new business needs.
- Improved the Team Performance by identifying bottlenecks in the development process and implementing a cap in the number of parallel user stories each member could be responsible for.

Technical Leader

Radix, Rio de Janeiro - BR

Jan 2018 - Sep 2018

Responsible for technical decisions regarding software development, technical support for both back-end and front-end developers, systems and database architecture and coordination of the team activities.

- Tutored an inexperienced team of interns into delivering a robust and complex solution with great quality and excellent feedback from the client.
- Architected a solution with several data sources, including real time data.
- Dealt directly with the client, with regular meetings to show progress and gather feedback to improve the solution.

Software Engineer

Radix, Rio de Janeiro - BR

Jan 2016 - Jan 2018

Responsible for multidisciplinary projects development. Developed custom applications, which integrated with Engineering softwares, several web applications both for internal use and for clients. Responsible for CAE database maintenance (SQL Server and Oracle DB).

- Developed a real time application that allowed users to watch all the events in the national electric system and take the necessary actions.
- Developed a reporting tool to follow the progress of CAE projects, reducing the time spent in consistency evaluation.

Created an internal portal for knowledge sharing for the Oil & Gas Engineering Unit.

Software Analyst

Brazilian Navy, Rio de Janeiro - BR

Jul 2015 - Jan 2016

Developed a full mission machine simulator for ships of the Brazilian Mercantile Navy (CIAGA). The simulator is now being used in Mercantile Navy Officials formation course.

Intern

Siemens, Rio de Janeiro - BR

Feb 2013 - Feb 2015

Development of customizations for CAE 3D softwares, maintenance of 3D components catalogs and maintenance of databases.

Education

Bachelor in Chemical Engineering

Universidade Federal Rural do Rio de Janeiro, Rio de Janeiro - BR

Feb 2009 - Jul 2015