

Lucas Bassetti

Senior Software Engineer

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SUMMARY

Senior Software Engineer with a frontend focus and 10+ years of experience building scalable web and mobile applications. Specialized in TypeScript, React, React Native, Next.js, Node.js, and modern web technologies, with deep expertise in frontend architecture, design systems, developer experience, accessibility, and performance optimization. Experienced in leading architectural initiatives, building reusable systems across the frontend and backend, collaborating across product and design teams, and establishing scalable foundations that enable teams to ship faster with consistency and reliability across products.

TECHNICAL SKILLS

Core: TypeScript, JavaScript, React, React Native, Expo, Next.js, Tailwind CSS, Design Systems, Storybook

Backend, Cloud & Data: Node.js, PostgreSQL, GraphQL, REST APIs, Supabase, Firebase

Tools & Platforms: Jest, PostHog, CI/CD, Claude API, AI Agents, Accessibility, SEO, Performance Optimization

EDUCATION

Federal University of Espírito Santo — Master's (2017 - GPA 8.85) & Bachelor's (2014 - GPA 8) in Computer Science

EXPERIENCE

Scope3 • AI-powered sustainability platform for enterprise advertising.

New York, United States · Remote

Senior Software Engineer

Feb 2023 – May 2026

- Led the modernization of the frontend platform by architecting a scalable frontend ecosystem and cross-team design system used by 20+ engineers across multiple products, enabling faster feature delivery, improved maintainability, and rapid product iteration. Also improved Lighthouse scores to 90+ on the marketing site across performance, accessibility, and SEO metrics.
- Optimized a high-volume analytics report by replacing SVG-based scatter chart rendering with Canvas, reducing render time to under 300ms. Also improved ClickHouse query efficiency and minimized JSON payload size to significantly improve frontend performance and responsiveness.
- Architected authentication flows using WorkOS, enabling OAuth, enterprise SSO onboarding, and secure multi-organization access management.
- Built AI-powered product experiences including a RAG-based Slack assistant that automated Linear ticket creation with enriched engineering context.
- Contributed to the development of MCP tools for an agentic marketplace platform, enabling AI agents to interact with internal systems and external services through standardized tool interfaces, and built an MCP UI for Claude to improve tool usability and overall developer experience.

Tech & Skills: TypeScript, React, Next.js, Storybook, Material UI, TailwindCSS, GraphQL, Node.js, Jest, REST APIs, ClickHouse

Riot Games • Global publisher of League of Legends and VALORANT.

Los Angeles, United States · Remote

Senior Software Engineer

Sep 2021 – Feb 2023

- Led the frontend migration for the SEA region, supporting 4M+ concurrent users during high-traffic launch events with zero downtime.
- Built polished player-facing experiences including the Valorant skin redemption platform with secure authentication and responsive UI flows.
- Expanded shared frontend systems including authentication, account management, and reusable platform components used across multiple products.

Tech & Skills: TypeScript, React, Gatsby, Jest, Styled-components, Node.js

X-Team • Distributed software consultancy for global tech companies.

Los Angeles, United States · Remote

Senior Software Engineer

Apr 2020 – Aug 2021

- Shaped the product experience for X-Team Radio in a fast-moving environment without dedicated design direction.
- Built real-time experiences including live rooms, chat, and engagement features using React, TypeScript, and Firebase with strong focus on responsiveness and interaction quality.
- Drove product improvements increasing DAU by 200% within first year through real-time features and user-centric design decisions.

Tech & Skills: TypeScript, React, Redux, Next.js, Styled-components, Firebase

YachtLife • Luxury yacht marketplace operating across 25+ countries.

Miami, United States · Remote

Software Engineer, Frontend

Apr 2019 – Apr 2020

- Rebuilt frontend platform from scratch using component-driven architecture, achieving 95+ Lighthouse performance and SEO scores via prerender system, driving measurable organic traffic growth.

- Designed and implemented core platform features end-to-end, including authentication, payments, reservations, search, customer support chat, and interactive itinerary and mapping experiences using React and Google Maps.

Tech & Skills: TypeScript, React, Redux, LESS, REST APIs

Dinely • Restaurant discovery and booking platform.
Software Engineer, Mobile

Miami, United States · Remote
Nov 2018 – May 2019

- Revamped the React Native application from an unstable and difficult-to-maintain codebase into a scalable, production-ready architecture with significantly improved developer experience and iteration speed.
- Implemented advanced mobile features including deep linking, sharing flows, and analytics attribution to improve platform capabilities and product integrations.
- Reduced application bugs by over 80% through architectural improvements, codebase modernization, and more reliable frontend engineering patterns.
- Consistently exceeded delivery expectations by proactively identifying technical bottlenecks and improving application architecture, maintainability, and development workflows.

Tech & Skills: TypeScript, React Native, Redux, REST APIs

Train Effective • Football training platform with 2M+ registered players.
Software Engineer, Full Stack

London, United Kingdom · Remote
Feb 2018 – Nov 2018

- Led the end-to-end development of both the web platform and React Native mobile app in a product environment without dedicated design support, owning UX decisions, frontend architecture, and implementation from concept to production.
- Migrated a legacy WordPress backend to Firebase, modernizing the platform architecture and improving scalability, development speed, and real-time capabilities across web and mobile applications.
- Launched a mobile app used by 2M+ football players worldwide featuring training content from Premier League experts.

Tech & Skills: JavaScript, React Native, React, Redux, Firebase

PERSONAL PROJECTS

GodUI — Open-source React component library built with TypeScript, Tailwind CSS, Motion, and shadcn/ui. Architected a reusable design and motion system with consistent animation tokens, CLI distribution, and MCP integration for AI-assisted component discovery and code generation.

Pikant — Built and launched a couples consumer app end-to-end using React Native, Expo, Supabase, RevenueCat, and OpenAI APIs, achieving fully organic growth and currently acquiring 1000+ monthly users (25% through ChatGPT-driven discovery).

Hivemind — Built a cross-platform multiplayer party game using React, React Native, Node.js, WebSockets, and Supabase featuring real-time synchronization across web and mobile platforms.

React Simple Chatbot — Created and maintained an open-source React conversational UI library with 1.8k+ GitHub stars widely used in chatbot and AI-driven applications.

PUBLICATIONS

Ontology-Driven Conceptual Modeling as a Service — FOMI 2021 · Aug 2021

A Reference Ontology for Budget Authorization and Public Expenditure Execution — iSys: Brazilian Journal of Information Systems · Dec 2018

A Proposal for a Reference Ontology for Budget Authorization and Public Expenditure Execution — iSys: Brazilian Journal of Information Systems · Dec 2018

Mapping Government Data with an Organizational Ontology — iSys: Brazilian Journal of Information Systems · Dec 2018