
SUMMARY

Senior Software Engineer with 10+ years of experience building scalable frontend platforms and AI-powered products. Expert in React, Next.js, authentication systems, and design systems, with a focus on technical leadership, developer velocity, and reliable user experiences.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript

Frameworks & Runtime: React, Next.js, React Native, Node.js

Databases & Data: PostgreSQL, GraphQL

Cloud & Tools: Supabase, Firebase, PostHog, Sentry, CI/CD, Material UI, Tailwind CSS

EXPERIENCE

Scope3

New York, United States · Remote

Senior Software Engineer, Frontend

Feb 2023 – Present

AI-powered sustainability platform for enterprise advertising.

- Led development of Scope3’s MCP Apps platform, enabling AI agents to deliver embedded product discovery and reporting experiences across MCP clients.
- Built the authentication backbone for the platform, including WorkOS migration, enterprise SSO, OAuth integrations, and security improvements with CSRF protection and rate limiting.
- Architected a scalable frontend platform and design system with shared components and design tokens, improving consistency and maintainability across multiple applications.
- Improved acquisition and user experience through frontend optimization, increasing Lighthouse performance, accessibility, and SEO scores across the marketing site and blog.

Riot Games

Los Angeles, United States · Remote

Senior Software Engineer

Sep 2021 – Feb 2023

Global publisher of League of Legends and VALORANT.

- Led frontend initiatives for Riot’s SEA account migration, supporting millions of Garena players during launch-week traffic spikes exceeding 4M+ users.
- Built resilient frontend systems for high-scale account flows and complex cross-service integrations across Riot’s global infrastructure.

X-Team

Los Angeles, United States · Remote

Senior Software Engineer, Frontend

Apr 2020 – Aug 2021

Distributed software consultancy for global tech companies.

- Developed interactive platform features for X-Team Radio, including live rooms, real-time chat, games, and analytics dashboards.
- Contributed to engagement improvements that increased platform usage by over 200% within the first year.

YachtLife

Miami, United States · Remote

Software Engineer, Frontend

Apr 2019 – Apr 2020

Luxury yacht marketplace operating across 25+ countries.

- Rebuilt the frontend platform from scratch, reducing bugs by 95% and significantly improving development speed.
- Enhanced SEO and Lighthouse performance through prerendering and frontend optimization strategies.

Train Effective

London, United Kingdom · Remote

Software Engineer, Full Stack

Feb 2018 – Nov 2018

Football training platform with 2M+ registered players.

- Modernized the platform architecture, improving reliability, performance, and scalability across web and mobile experiences.
- Launched a mobile app used by 2M+ football players worldwide, featuring coaching content from Premier League experts including Rio Ferdinand.

PROJECTS

Hivemind — Cross-platform multiplayer party game with real-time gameplay built using React Native and Firestore.

React Simple Chatbot — Creator and maintainer of an open-source conversational UI library with 1.8k+ GitHub stars, used globally by developers to build chatbot experiences in React applications.

React CSS Loaders — CSS-based React loaders library with 397+ GitHub stars.

EDUCATION

Federal University of Espírito Santo (UFES)

Master’s Degree, Computer Science (2014 – 2017)

Bachelor’s Degree, Computer Science (2009 – 2014)