Marcelo Almeida

CV (this page): mcra.dev/cv

LinkedIn: marcelocra

GitHub: marcelocra

Blog: marcelocra.dev/blog

Phone/WhatsApp: +55 31 97132 0866

Email: marcelocralmeida@gmail.com

Location: Belo Horizonte / Brazil

The one reason you shouldn't set this resume aside

I really care about making code that **works well and is easy to maintain**, while also keeping in mind the time restrictions imposed by the business: perfect code shipped too late means (at least) lost opportunities.

"Sure, but isn't that what everyone says?"

I invite you to take a look at the **red highlighted texts to the right** (also underlined for better accessibility). They show many occasions in which I did exactly that and provide more context.

A bit more about myself, I **started programming in 2010**, using the C language, in ITA's Computer Engineering course. ITA is one of the **most prestigious engineering school in Brazil**.

While there, I **learned many different technologies**: from higher level languages like Java, Python, JavaScript, Clojure, to lower level ones like C, C++ and even some versions of Assembly. Also learned tools like Git, IntelliJ, VSCode, and runtimes like Node.

Learning tech stuff is a hobby that I still have! I've **spotted and played with stuff long before they became mainstream** (for example, React, React Native, Rust, Flutter, etc).

Got my undergrad degree from ITA in 2015 after doing **6 months internship at Google and having an offer to go back** as a full-time employee (FTE).

Some skills I've been praised for includes **problem solving**, **communication** (both sync/async) and **documentation**.

I talk about many other **engineering principles** that I believe in and technologies that I have tried in this GitHub page.

I'll list some other **interesting stuff** I've done or want to do, not (necessarily) related to work :).

- Lived in The Netherlands for one year, for an exchange program during college (in Brazil, there's a sweet we call "dutch pie"... it broke my heart to learn it doesn't exist there!)
- Studied at the University of Twente and the Eindhoven University of Technology (TU/e), two well recognized institutions
- Traveled around most of the western Europe
- Learned and currently am an advanced Forró dancer (proof :D)
- Plan to become a recognized musician with my girlfriend (perhaps using Sonic Pi), and travel the world playing our songs and dancing Forró!

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Professional Experience

VENDER BEM ONLINE - FOUNDER & COPYWRITER
July 2020 — Present

A software house and digital marketing company. In the **software side**, we create our own products to sell with subscriptions (aka micro-saas). In the **digital marketing side**, we help boost other company's sells through **ads** (Google Ads, Meta Ads, etc), **copywriting** and other methodologies like the **Product Launch Formula** (we used it for 3 launches so far).

We are launching one product now[1], with 2 more in the making.

Used mostly JavaScript. Experimenting with Astro, Deno, Clojure, F#.

[1] May/24

HUBLA (STARTUP) - SOFTWARE DEVELOPER
May 2022 — May 2023

Had **major role in many software designs**, both as a system designer and as a reviewer. **Implemented several core features**, mainly in TypeScript, React, JavaScript and Node. Highlights:

- **Completely implemented** the **frontend** for the order bump, upsell and mobile checkout features
- **Structured the system design process** for the whole engineering team. After that, the team needed to write design docs and do design reviews before each new feature. The CTO helped and pushed for adoption. **It made a big difference in terms of codebase quality.**
- **Designed and implemented a logging system using the OpenTelemetry** specs. It simplified and improved the **observability** of production systems
- Worked in improving **SLI measurement**, to improve **communication with clients**

KUADRO (STARTUP) - SOFTWARE DEVELOPER & PM
Jan 2020 — July 2020 (6 months)

Delivered around 15 projects while improving the codebase using the sprint format (two weeks each). Worked on the design, implementation, launch and land of these projects, interacting **daily** with **the CEO and CTO. Implemented the full frontend** for a number of functionalities, including the students' point scoring ui, the internal TA dashboard system and a comment widget that reduced costs by reusing existing answers. *Used JavaScript, React, GraphQL and Node.*

GOOGLE - SOFTWARE DEVELOPER
Feb 2016 — Jan 2020 (4 years)

Executed projects with **global reach**, doing **system design**, implementation, quality analysis and **monitoring. Interacted with people** from many different areas, PMs, engineers, designers, domain experts and more. **Was recognized by peers as someone with strong technical capacity and the rare ability to lighten the working environment**. *Used C++, JavaScript, Flume, Java, Bazel and Python.*

- Implemented **many frontend projects** using an internal framework. **Was considered a reference in that framework**
- **Designed and refactored parts of the Chromium** source code, separating semantically distinct parts that were together, **improving maintainability**
- **Designed and implemented many data processing pipelines** using Flume. **Was also considered a reference in this technology**
- Was member of the team that **maintains the company's C++ codebase quality**

GOOGLE - SOFTWARE DEVELOPER INTERN
Feb 2015 — July 2015 (6 months)

Implemented a large portion of an iOS app's automated testing infrastructure, along with many tests. **Learned about the importance of automated testing** for any type of software. Used Objective-C, EarlGrey (ui testing framework), Bazel, Python.

OTHER PROJECTS

- Many **Chrome Extensions** using different technologies *(ClojureScript, JavaScript, TypeScript, React, Svelte, HTML, CSS)*
- My personal blog *(Astro, Deno)*
- **Desktop app** to play remotely chosen songs *(Python, Flask)*
- **RESTful web service** to control a networked thermostat *(Python)*
- **Command line chat application** with custom application protocol *(JavaScript, Node, WebSockets)*
- **Integration between Twitter and Google Maps APIs** to show tweets in a map *(JavaScript, jQuery, Python)*