Luiz Felipe **Moureau**

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About & Summary

Passionate and versatile 23-years-old developer and designer, enthusiastic about technology, numbers, puzzles and languages worldwide.

I have 5 years of professional experience in React, Next.js with TypeScript, and equal duration of expertise in Node.js for server-side development, having contact with these technologies previously. I'm also a skilled web designer at creating smooth web applications and have successfully used AWS services to build scalable solutions. I'm known for being responsible, proactive, dedicated to results and paying attention to details. I work well in teams and always aim to bring out the best in collaborations.

Education

Federal University of Rio de Janeiro   *Rio de Janeiro* BS IN MEDICAL PHYSICS *01/01/2020 – present*

Work Experience

Space Game | Cloud Architect, DevOps & Lead Engineer   *California, USA Mar 4 2021 – present*
• Development of marketing websites and game interfaces using TypeScript, SCSS, and Nullstack.
• Design and implementation of infrastructure with Pulumi and TypeScript for resource creation on AWS.
• Maintenance and improvement of Golang code for the API.
• Co-direction of game development.
• Leadership in the development, implementation and design of serverless architecture on AWS.
• Development of online game servers, Matchmaking system, and Lobby with TypeScript.

Westpoint Software Solutions | Software Engineer   *London, UK Jun 1 2021 – Feb 2024*
• Designed multiple web apps and landing pages that made their way to production using well structured animated Figma wireframes
• Created and implemented responsive design systems in Next.js and React using Styled Components, Sass and pure CSS.
• Led and mentored a team of 3 developers, fostering skill development, providing guidance on coding standards, and ensuring the adoption of best practices for code quality and collaboration in a serverless application.
• Implemented Webiny serverless CMS and created custom elements based on wireframes.
• Created fast and responsive dashboard charts using D3.js with React.
• Managed data partitions and worked with single table architecture using DynamoDB in a serverless environment. Handling millions of records, ensuring data integrity, managing scalability, and handling throttling issues in a high-volume environment.
• Played an integral role in a project utilizing MongoDB, actively involved in query composition, aggregation pipeline development, and various data manipulation tasks.
• Contributed significantly to a project employing PostgreSQL with Python and React Native, undertaking responsibilities such as query formulation and data manipulation tasks. Proficient in leveraging PostgreSQL's query capabilities, and managing data efficiently.

TechNest Soluções | Fullstack Developer   *Rio de Janeiro, Brazil Mar 8 2020 – May 2021*
• Developed and maintained web applications using technologies such as React on the frontend, Node.js on the backend and PHP for specific integrations, delivering high quality and performance products.
• Worked in an agile environment, actively participating in daily scrum meetings and contributing to continuous improvement of the workflow.
• I learned and explored new technologies, adapting quickly to new challenges and project requirements, always looking for improvements and innovative solutions.

XPTO | Front-end Developer Trainee   *Rio de Janeiro, Brazil Jul 7 2019 – January 2020*
• Active participation in projects using jQuery for dynamic front-end interactions, improving skills in DOM manipulation and asynchronous requests.
• Worked with CSS to create responsive layouts and stylize web interfaces, ensuring an attractive and intuitive user experience.
• Contributed to projects, acquiring front-end skills and familiarity with data manipulation in relational databases.
• Participation in agile training, learning essential methodologies in software development.

Skills

• **Programming language**	TypeScript, JavaScript, Golang, Python
• **Library**	React, Express, D3.js, GorillaMux, Viper, Flask
• **Framework**	Next.js, Nullstack
• **Infrastructure**	CDK, Pulumi
• **Test**	Jest, Playwright, Cypress
• **Version Control**	GIT
• **Tool**	Figma

Projects & Libraries

Bokoo   *Golang, Next.Js, Nullstack, Typescript, Flutter*

BOKOO IS A CLOSED-SOURCE PROJECT THAT UTILIZES GOLANG AS ITS BACK-END AND SERVES FLUTTER-BUILT APPLICATIONS. IT ACCOMMODATES MULTIPLE USER ACCOUNTS THAT CAN PERSONALIZE THEIR SALES APPLICATIONS BY ADDING PRODUCTS, SECTIONS, GENERAL APP COLORS, AND MORE. ITS DASHBOARD IS DEVELOPED USING NEXTJS, WHILE THE LANDING PAGE IS BUILT WITH NULLSTACK.

Nullstack Serverless   *Typescript, AWS CDK, Pulumi*
https://github.com/mococa/nullstack-serverless

NULLSTACK SERVERLESS MAKES IT EASY TO DEPLOY NULLSTACK APPLICATIONS BY SEAMLESSLY INTEGRATING AWS LAMBDA AND S3 BUCKETS. THIS POWERFUL TOOL SIMPLIFIES THE PROCESS, WHETHER YOU'RE AIMING FOR SERVER-SIDE RENDERING (SSR) OR STATIC SITE GENERATION (SSG)/SINGLE PAGE APPLICATION (SPA). BY AUTOMATING BUCKET CREATION, DEPLOYMENT, AND LAMBDA SETUP, IT ENSURES LIGHTNING-FAST PERFORMANCE WITH EFFICIENT CACHING MECHANISMS, DELIVERING A GREAT USER EXPERIENCE, THIS TOOL EMPOWERS DEVELOPERS TO EFFORTLESSLY HARNESS THE FULL POTENTIAL OF NULLSTACK ON AWS INFRASTRUCTURE.

Auth Cookie Storage   *Typescript*
https://github.com/mococa/auth-cookie-storage

AUTH COOKIE STORAGE SIMPLIFIES THE IMPLEMENTATION OF COGNITO IN APPLICATIONS BY OFFERING AN AGNOSTIC APPROACH, INDEPENDENT OF FRAMEWORKS OR LIBRARIES. ALSO USED IN PRODUCTION APPLICATIONS IN THE UK, IT PROVIDES EFFICIENT FUNCTIONALITIES FOR MANAGING TOKENS, ENABLING EASY TOKEN CLEARANCE, SETTING NEW TOKENS, DECODING, READING, AND CHECKING FOR TOKEN EXPIRATION. WITH AN INTUITIVE USAGE PATTERN DEMONSTRATED THROUGH EXAMPLES, IT SEAMLESSLY INTEGRATES INTO APPLICATIONS, ENSURING SMOOTH TOKEN HANDLING ACROSS DIVERSE CONTEXTS.

React Guide Hook   *Typescript, React*
https://github.com/mococa/react-guide-hook

A REACT HOOK TO EASILY BUILD GUIDES, SUCH AS FOR APP ONBOARDING.

Go Mantine   *Typescript, Golang, Next.js, AWS Cognito*
https://github.com/mococa/go-mantine

GO-MANTINE IS A ROBUST BOILERPLATE PROJECT AMALGAMATING MANTINE, GO, AND COGNITO TO STREAMLINE AUTHENTICATION PROCESSES. IT DELIVERS A COMPREHENSIVE AUTHENTICATION FLOW COVERING ACCOUNT CREATION, LOGIN, PASSWORD RECOVERY, ACCOUNT CONFIRMATION, CODE RESENDING, AND TOKEN REFRESHMENT. ADDITIONALLY, IT BOASTS SERVER-SIDE DARK THEME COMPATIBILITY AND MOBILE RESPONSIVENESS, ENSURING A VISUALLY APPEALING AND VERSATILE USER EXPERIENCE.

Go Array *Golang*

GOARRAY SERVES AS A SOLUTION FOR THOSE TRANSITIONING FROM LANGUAGES LIKE JAVASCRIPT OR DART TO GO AND FINDING THE LACK OF SOME SLICE METHODS FRUSTRATING. THIS LIBRARY LEVERAGES GO V1.18'S GENERIC TYPES TO MIMIC THE BEHAVIOR OF ARRAY MANIPULATION SEEN IN JAVASCRIPT, REDUCING REPETITION AND SIMPLIFYING CODE.

Languages

Portuguese	Native
English	Fluent
Spanish	Fluent
French	Fluent