

Leonardo Pereira

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Staff Software Engineer

Dynamic, technically-astute and reliable Staff Software Engineer with extensive experience in software development, architecture, and design. Exhibits a solid foundation in full-stack development, object-oriented programming, and agile methodologies. Skilled in cloud computing, DevOps, and RESTful APIs with a proven track record of designing & delivering scalable and high-performing software applications.

SKILLS

- Full Stack Development
- Test-driven Development
- Database Design
- Software Engineering
- Agile Methodologies
- Team Leadership
- Refactoring/ Decomposing
- Training & Development
- Continuous Integration
- DevOps
- System Scaling
- Software Development Lifecycle

TECHNICAL SKILLS

Ruby | Rails | Javascript | Microsoft Office Suite (Word, Excel, Outlook, PowerPoint) | Git | SOLID | PostgreSQL | EcmaScript | Golang | Webpack | JQuery | Socket.io | Sidekiq | Redis | Lua | AWS | Typescript | Node.js | NestJS | Nuxt.JS | PHP | React | Redux | Terraform | CI/CD | Third-Party APIs (Shopify, BigCommerce, Recharge) | Cypress | Jest | Angular | Coffeescript | RSpec | Capybara | PhantomJS | ES6 | HAML | SASS | HTML/CSS | CodeIgniter

PROFESSIONAL EXPERIENCE

[HONA.COM](#) | REMOTE | MAY 2024 - CURRENT

Staff Software Engineer

- I've recently joined the team at Hona, and I'm looking forward to what we can build together!

[ORDERPROTECTION.COM](#) | REMOTE | APR 2023 - FEB 2024

Staff Software Engineer (Nov 2023 – Feb 2024)

- Worked closely with the VP to map out our code setup and future plans, focusing on making our code and tests better and easier to manage.
- Designed the backbone of our system, improving how it scales and handles data across more than 8 services, making sure our systems can grow and adapt as needed.
- Collaborated with Product and Design teams to make sure our software really works for everyone who uses it, from our team to our customers.

Senior Software Engineer (Apr 2023 – Nov 2023)

- Led the Experience team in raising our game with TypeScript, React, Preact, and solid testing, aiming for top-notch quality in everything we build.

- Set the bar for how we write and organize our code, making sure it's easy to keep up with, scales well, and runs smoothly.
- Worked hand in hand with Product and Design to ensure our software hits the mark for both users and our team, making every interaction count.

ROUTE | REMOTE | APR 2020 - PRESENT

Senior Software Engineer (Apr 2022 – Mar 2023)

- Train and mentor 5+ junior engineers to facilitate professional development, ensuring acquisition of relevant skill sets and knowledge, whilst simultaneously enforcing adherence and compliance to all industry best practices and company standards.
- Define and establish code quality and project architecture to ensure that codebase is maintainable, scalable, and performant.
- Work closely with departments, such as Product and Design, to ensure that software meets the needs of all users and stakeholders.
- Participate in code reviews, providing comprehensive feedback and guidance to my colleagues to help them improve their work.
- Maintain and actively keep up to date with the latest technologies and trends in the industry, and proactively seeking out ways to incorporate cutting edge technologies into the company software development process.

Software Engineer II (Apr 2020 – Apr 2022)

- Implemented new features and functionality to improve the user experience and increase engagement with Route platform.
- Refactored and optimized existing code to improve overall performance and scalability.
- Performed regular code reviews and provided feedback to colleagues with constructive feedback to improve workflow.
- Contributed in several third-party integrations, working closely with partners to ensure that systems integrated smoothly with Route platform. Gained understanding of requirements to create custom solutions and provide ongoing support for optimal functionality.

DECISIV INC | REMOTE | FEB 2018 – APR 2020

Senior Software Engineer

- Wrote high-quality, maintainable code to ensure that company applications were scalable and reliable.
- Worked collaboratively with cross-functional teams, including product managers, designers, and other engineers, to deliver features that met business and user needs.
- Maintained and improved existing code to address bugs, performance issues, and other technical debt.

TRAT.TO | REMOTE | NOV 2017 – JAN 2019

Software Consultant

- Designed and implemented software architecture that ensured scalability, reliability, & security for Trat.to's digital wallet application.
- Set up DevOps processes that enabled more efficient development & deployment of new features.
- Designed and implemented CI/CD pipelines that automated testing and deployment, allowing for frequent and consistent deployment of new features and bug fixes, resulting in a more reliable and consistent release process.
- Improved security of application by implementing secure coding practices and regularly reviewing code for potential vulnerabilities.

SILVERFIN | REMOTE | APR 2016 – JUN 2017

Software Engineer

- Worked collaboratively with a multicultural remote team to deliver high-quality software that met business and user needs. This included daily communication in English, code reviews, Scrum meetings, and continuous integration.
- Contributed to development of Silverfin's reporting tool, writing high-quality, maintainable code that ensured the application was scalable and reliable. Demonstrated flexibility and adaptability by working remotely from Ghent, Belgium, collaborating effectively with colleagues across different locations and time zones.

[SKORE.IO | REMOTE | OCT 2014 – JAN 2016](#)

Full Stack Developer

- Worked in a Scrum environment, participating in daily stand-ups, sprint planning, and retrospectives to ensure that our team delivered features on time and with high quality.
- Refactored codebase to improve performance and reduce technical debt, resulting in a more maintainable and scalable application.
- Used continuous integration to ensure that our code was regularly tested and deployed, resulting in a more efficient and reliable development process.

[FOCUSNETWORKS.COM.BR | REMOTE | SEP 2011 – JUL 2013](#)

Technical Leader

- Fulfilled leadership role, demonstrating strong team management skills, providing direction and guidance to the team to ensure that all projects were delivered on time, on budget, and with high quality.
- Managed the technical aspects of projects, including architecture, design, and development, ensuring that codebase met established standards and best practices.

ADDITIONAL EXPERIENCE

Remote Developer (Contract, Part-Time) | 2007 – 2019

Web Developer | C2 Design | 2008 - 2010

EDUCATION & PROFESSIONAL DEVELOPMENT

High School Diploma | 2006

Tamwood Careers | 2024-2025

LANGUAGES

Portuguese (Fluent), English (Fluent), Japanese (Basic), Spanish (Basic)