



Matheus Costa

Senior Software Engineer

Experienced Software Engineer with a focus on web development, bringing 8 years of industry experience to the table. Proficient in Node.js, TypeScript, React, Vue.js, Lua, and C++, I possess a strong drive and ambition to utilize my skills in creative problem-solving. My goal is to design, develop, and optimize systems and software that drive growth and sustainability. With a proven track record, I confidently approach complex challenges, delivering innovative solutions of the highest quality.

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📅 Years of experience 8 years

🛠️ Technical Skills

Skill	Years	Level
Node.js	8	Expert
TypeScript	6	Expert
JavaScript	6	Expert
HTML	6	Expert
CSS	6	Expert
React	4	Expert
C++	3	Intermediate
Lua	3	Intermediate
Vue.js	2	Intermediate
Python	1	Intermediate
PHP	1	Basic
Angular	1	Basic

Additional skills:

AWS Git Docker Kubernetes Terraform MySQL PostgreSQL MongoDB Prisma Sass Tailwind
MUI Jest Cypress Puppeteer Webpack Gulp Linux Electron MVC REST Web Sockets
GraphQL Optimizations Scrum Kanban Agile TDD CI/CD GitHub Actions Gitlab CI AWS S3
AWS CloudFront AWS SES AWS EKS AWS Lambda AWS Elastic Beanstalk Vuex Redux Nest.js
Express.js Next.js Protobuf

📁 Work History

Senior Full Stack Engineer February 2023 - Present
1 year 6 months

Blue Orange Digital

Lead Developer - Insight Partners

- Insight Partners is a leading global venture capital and private equity firm specializing in high-growth technology investments, providing strategic guidance, operational support, and capital to help companies accelerate their growth and achieve their goals.
- Developing and maintaining the back-end infrastructure for a cutting-edge platform designed for Insight Partners' portfolio companies.
- Implementing robust and scalable solutions to ensure seamless integration with various services and systems.
- Playing a key role in building the platform's core functionalities, such as initiating advisory engagements and facilitating access to the Scaleup Academy.
- Collaborating closely with cross-functional teams, including front-end developers and designers, to deliver a cohesive and user-friendly platform experience.
- Optimizing the performance and reliability of the platform through thorough testing, debugging, and continuous improvement.
- Ensuring the security and integrity of the platform by implementing best practices and following industry standards.
- Designing and developing APIs to facilitate data exchange and integration with external systems.
- Collaborating with stakeholders to gather requirements, identify opportunities for improvement, and propose innovative solutions.
- Participating in agile development processes, including sprint planning, daily stand-ups, and retrospective meetings.

Next.js Nest.js Tailwind Prisma PostgreSQL React Query AWS S3 CloudFront SES EKS Lambda Serverless
SQS Docker Kubernetes Terraform Node.js Axios MUI

Front-end Engineer July 2020 - March 2023
2 years 8 months

Rock

Rock Front-end
<https://rock.so/>

- Contributed to the development of Rock, a purpose-built platform for remote work that enables a seamless transition to a more asynchronous way of working.
- Rock offers a combination of messaging, task management, note-taking, video calls, and file sharing to facilitate a wide range of activities, from product development to recruiting and marketing campaigns.
- Joined as a Front-End engineer, acquiring proficiency in Vue.js, Vuex, Protobuf and Electron.
- Played a pivotal role in making key technical decisions regarding the project's architecture, proposing and implementing multiple refactors that enhanced the development process, user experience, and application performance.
- Successfully implemented numerous core features of the application, including the task board, time tracker, chat virtual scroller, task virtual scroller, and many more.
- Helped porting the application to Electron using Node.js, facilitating its release across multiple platforms, including Windows, Linux, and Mac.

The project is still ongoing and continues to experience growth, with thousands of active users.

Vue Vuex TypeScript Electron Node.js SCSS Protobuf Web Sockets

COVID-19 Researcher May 2020 - July 2020
2 months

Universidade Federal Fluminense

COVID-19 Research Group GET-UFF
<https://covid19.getuff.com.br/>

- Worked with the modeling team building visualization tools, data scraping algorithms to gather data from official government sources, epidemiology models such as SIR and SEIR.
- In charge of parameter optimization in Python using a modified version of the particle swarm optimization method.
- Used Python and R to make graphs and predictions using those models.

It was used by the local government to make key decisions on how to fight the COVID pandemic, with my university's city being one of the lowest cases due to the cooperation of the university and the government in those decisions.

Python R Optimization Data Analysis

Teaching Assistant January 2017 - November 2018
1 year 10 months

Universidade Federal Fluminense

Problem Solving Laboratory

- Aided freshmen in the first semester of Computer Science to evaluate ICPC problems and create elaborate solutions.
- The problems were solved in Python as it was the first language they taught in my university.
- In charge of a lot of problem solving to gather a list of problems and topics to improve the classes by better matching the content of other programming classes with the laboratory class.

Won an award of best teaching assistant in the department of computer science and was invited to give a presentation of the project and show the outcome of those efforts through the year to other departments.

Problem Solving Python

C/C++ & Full-Stack Developer December 2016 - July 2020
3 years 7 months

Freelancer

The Forgotten Server
<https://github.com/otland/forgottenserver>

- Successfully completed various freelance projects, ranging from Full Stack web applications to MMORPG private servers with tens of thousands of players, gaining expertise in debugging multithreaded servers, reverse engineering game network protocols, and DLL injection.
- Gained valuable experience as a software developer by actively contributing to an open-source project with a thriving community.
- Benefitted greatly from diverse interactions with individuals from various backgrounds and skill sets while working on the implementation of a popular game server written in C++. The server incorporates a Lua-based scripting system.
- Consulted by numerous individuals seeking guidance on enhancing their projects, including bug fixes to prevent crashes and performance optimizations for improved server performance.
- Developed multiple websites to facilitate user interaction with the server, enabling account and character creation. Utilized technologies such as PHP, MySQL, HTML, and CSS.

The project continues to thrive with a significant user base.

C++ Lua TypeScript Node.js React Network Protocols DLL Injection MySQL PHP HTML CSS Open Source
MongoDB

📁 Side Projects

Mkalo.dev
<https://github.com/Mkalo/my-portfolio>

- Developed my personal website using the RedwoodJS framework with React, TypeScript, Tailwind, GraphQL and Prisma.
- Integrated the website with Vercel deploying it to the edge, providing a fast and reliable experience to the users.
- Implemented a PDF renderer to generate a resume PDF dynamically from the website using Puppeteer, deployed to AWS Elastic Beanstalk.

React AWS Lambda AWS Elastic Beanstalk TypeScript Node.js HTML CSS RedwoodJS Tailwind Prisma GraphQL

Zippia Clone
<https://github.com/Mkalo/zippia-project>

- Developed a clone of the Zippia website using Next.js, React, TypeScript, Tailwind and Axios.

Next.js React TypeScript Tailwind Axios

Benchmark Node Native Addons
<https://github.com/Mkalo/benchmark-node-native-addon>

- Developed a benchmark to compare the performance of Node.js native addons with pure JavaScript.

C++ Node.js JavaScript NAN Open Source

TypeScript Otservers
<https://github.com/Mkalo/typescript-otserver>

- Developed project in TypeScript, where the goal was to learn TypeScript by implementing the server and protocol of a MMORPG, similar to the open-source one in C++.

TypeScript Node.js MongoDB Open Source

WeeaBot
<https://github.com/Mkalo/WeeaBot>

- Worked on WeeaBot, a project to learn how to use Discord, Node.js, Angular by implementing a multi-platform chat bot for Discord and Twitch.
- Separated it in three repositories: WeeaBot, main application for express API and Discord Bot.
- Wrote in TypeScript and used MongoDB for storage and Express.js for API.
- WeeaBotTwitch, the bot for Twitch that would connect to the IRC channels to interact with users on Twitch.
- WeeaBotWeb, website for the bot to show statistics and allow the user to login/register.

TypeScript Node.js Angular MongoDB HTML CSS Bootstrap

Electron-PixiJS-TypeScript
<https://github.com/Mkalo/electron-pixijs-typescript>

- Developed a template project that had everything to get started building a game for both web and desktop using TypeScript, Electron and PixiJS.

TypeScript Electron PixiJS Open Source Webpack Gulp

🎓 Education

September 2016 - June 2021

Universidade Federal Fluminense

Bachelor of Computer Science

January 2013 - December 2015

Public School Herbert de Souza

High School

🏆 Awards

- 2023
First place in the Insight Partners Hackathon
- 2018
Third place in the Programming Marathon during the Computing Week event at the Federal Fluminense University
- 2017
First place in the Programming Marathon during the Computing Week event at the Federal Fluminense University
- 2016
Second place in the Programming Marathon at Visagio's 2016 Programming Marathon