

# Marcelo Boeira

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## Summary

Senior Engineer with 7+ years of experience working on large-scale web applications used by companies such as Volkswagen, Globo.com, Walmart, Samsung, Toyota, Otis, and 3M.

Currently, leading the core platform at heycar, focusing on high-available distributed applications, fan-out architecture, and data pipelines while keeping an eye on product and UX.

Passionate about software that makes an impact, observability, and open source.

## Education

**Electrical Engineering, University of the Sinos Valley**  
São Leopoldo, Brazil — 2012-2016\*\*

## Professional Experiences

**Senior Platform Engineer, heycar**  
Berlin, Germany — 10/2017-Now

heycar is a Volkswagen FS company, we want to make the car trading market better than ever before.

Currently, I am leading the platform engineering where we've built a fan-out infrastructure ingestion of listings, cluster-autoscaling for serving live traffic, live resizing and caching of images, feature-toggling / smooth rollout, data-warehousing, a fair amount of internal infrastructural changes in order to improve capacity and reduce costs.

All of that while maintaining our Kubernetes Clusters and managing our infrastructure with Terraform. Everything hosted on AWS and monitored in real-time using Datadog and Prometheus.

Core stack: k8s, terraform, go-lang, kotlin, kinesis-streams, sqs, sns, elastic-search, tensor-flow, ...

**Senior Software Engineer, Movinga GmbH**  
Berlin, Germany — 10/2016-11/2017

Movinga is Europe's leading online moving service. Our mission is simple: to provide the best end-to-end moving experience.

I have led the refactoring and scaling the Pricing API along with our price experts and a great tech team. We have to create abstractions for a dynamic pricing model that has to cover a huge amount of mutable factors, including regionality, seasonality, capacity, urgency and so on.

### **Software Engineer, Globo.com**

Porto Alegre, Brazil — 06/2015-09/2016

Globo is South America's biggest broadcast network and the second-largest commercial TV network in annual revenue worldwide, just behind the American ABC.

As a backend engineer in the videos team, I handled modeling, background processing, microservices, scalability and availability issues on daily basis. Building a trustable and scalable publishing platform for videos. During my time at Globo, I participated on the definition of the interviewing process, hiring of new developers, team-building and cultural related activities.

### **Software Developer, PrimeSystems**

Porto Alegre, Brazil — 05/2014-06/2015

PrimeSystems is a Brazilian Leader in BPM Software, providing excellent technologies for companies that required mobile management of their employees.

At Prime, I worked as a FullStack Engineer, creating end-to-end features, from the backend and deployment up to front-end. We had about 3 large applications and our APIs were serving content for more than 50k users. Under SCRUM, we were able to be very productive and direct, we had very well-defined tasks, but the tech department was far from the decision making of the product.

### **Technical Writer / Content Creator, iMasters**

São Paulo, Brazil — 2012-2015

iMasters is the biggest web development community in Brazil.

As an independent content creator, I've worked on video tutorials for software development tools and frameworks such as Javascript, jQuery, Node, Ruby on Rails, and git.

### **Lead Developer, Nucleo Sistemas**

Caxias do Sul, Brazil — 04/2012-06/2013

Nucleo Systems was a small software company in the south of Brazil. Focused on ERPs for Wine factories, it had a great group of clients being the first to provide such solutions for the Brazilian market.

At the time I've joined, all solutions were desktop based, making the setup expensive to the customers, maintenance and release cycle difficult for the company. In order to avoid that, we have decided to start a new cloud-based SaaS and migrate our clients, reducing the need for specific hardware and licenses. Also, making it easy to access from anywhere, improving the release cycle and maintenance.