

MARCOS SMEETS

Software Engineer

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EXPERIENCE

Software Engineer

Caveo

01/2025 — Present | São Paulo, Brazil — Hybrid

- Design and implement scalable **RESTful APIs** and **microservices** using **Node.js**, serving high-throughput production workloads across multiple client-facing products.
- Optimize application performance through system architecture refactoring and **PostgreSQL** query tuning, reducing average API response times by **40%** on critical endpoints.
- Collaborate with cross-functional teams of 8+ members in an **Agile development** environment, leveraging strong **communication skills** to deliver features on schedule across bi-weekly sprints.
- Perform **debugging** and **troubleshooting** of production issues across distributed services, reducing mean time to resolution and improving system reliability.

Software Engineer

XXIII Creative

09/2024 — 01/2025 | Florida, USA — Remote

- Developed backend solutions with **NestJS** and **RESTful APIs** for international clients in the creative tech sector, delivering **3 major features** to production within tight deadlines.
- Integrated third-party services (payment gateways, notification systems) to expand platform capabilities, reducing manual workflows by **60%** for end users.
- Worked effectively in a **fully distributed team** across 3 time zones, demonstrating strong **communication skills** through clear async collaboration and on-time delivery.
- Maintained code quality through peer reviews, **debugging**, and adherence to clean code principles, contributing to a codebase with **zero critical bugs** in production during tenure.

Software Engineer

NYC Bank

08/2023 — 09/2024 | On-site

- Built and maintained core **banking services** with **ASP.NET Core**, **C#**, and **Go**, processing **thousands of daily financial transactions** in a regulated environment with **SQL databases**.
- Contributed to architecture improvements applying **Domain-Driven Design (DDD)** patterns, improving system modularity and reducing feature development cycle time by **25%**.
- Promoted from Junior to Software Engineer within 3 months** based on demonstrated technical proficiency, ownership, and initiative.
- Led code reviews and systematic **debugging** sessions, **troubleshooting** complex issues across services and reducing bug recurrence by **30%** across releases.

Junior Software Engineer

Signa Consultoria e Sistemas

03/2023 — 07/2023 | Remote

- Delivered custom backend solutions for consulting clients using **C#** and **.NET Core**, taking ownership of features from design through deployment.

SUMMARY

Software Engineer, Software Developer with 3+ years of professional experience in information technology, designing and delivering scalable backend services, RESTful APIs, and microservices architectures across fintech, creative tech, and consulting industries. Proven track record of working in distributed teams across Brazil and the United States, shipping production systems in .NET, Node.js, and Go. Strong foundation in computer science principles including data structures, algorithms, and software development best practices. Skilled in troubleshooting complex production issues, cross-team communication, and agile development methodologies. Recognized for rapid career growth — promoted from Junior to Software Engineer within 3 months at a banking institution.

LANGUAGES

English

Advanced (C1)



Portuguese

Native



SKILLS

Languages

C# C++ Go JavaScript TypeScript SQL

Backend

Node.js NestJS ASP.NET Core .NET Core Express.js

Frontend

React HTML5 CSS3

Databases

PostgreSQL SQL Server MongoDB

Tools & Platforms

Git GitHub Docker Linux REST APIs WebSocket CMake CI/CD

Concepts & Practices

Microservices DDD Clean Architecture SOLID TDD Agile Scrum

- Improved system stability through targeted **debugging** and feature enhancements, reducing production incidents by **20%** and decreasing support ticket volume.
- Designed and consumed **REST APIs** following industry-standard patterns, contributing to well-documented and reusable service interfaces.
- Built solid foundations in **Agile development** delivery, version control workflows with **Git**, and **computer science** best practices.

System Design

Debugging

Troubleshooting

EDUCATION

Systems Analysis and Development (ADS)

USCS — Universidade Municipal de São Caetano do Sul

2019 — 2021 | Graduated 2021

Computer science, software engineering, data structures, algorithms, SQL databases, systems architecture.

Continuous Learning

20+ technical courses (Alura) in backend development, cloud infrastructure, and software architecture. Self-taught in C++ systems programming, computational physics, and aerospace simulation — 30+ open-source repositories.

PROJECTS

Aerospace Physics Simulation Engineer

Titan — Aerospace Physics Simulation Engine

github.com/marcossmeets/titan

- High-fidelity physics simulation engine for aerospace applications.
- Designed a C++ core for N-body gravitational simulation with configurable integrators.
- Developed a .NET integration layer exposing a clean C# API.
- Created a React-based mission control frontend with real-time telemetry streaming via WebSocket.

Technologies: C++ · .NET · React · TypeScript · WebSocket · Docker

Orbit Propagator Developer

github.com/marcossmeets

- Numerical orbit propagation library with support for perturbation models and multiple integration schemes, enabling accurate spacecraft trajectory prediction for simulation scenarios.

Technologies: C++ · CMake · Numerical Methods · Orbital Mechanics

Telemetry Dashboard Developer

github.com/marcossmeets

- Real-time telemetry visualization tool for streaming sensor data with configurable chart layouts and live data feeds via WebSocket connections.

Technologies: TypeScript · React · WebSocket · Data Visualization