

Geziel Elyon

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Skills

- **Languages:** JavaScript, TypeScript, Golang
- **Frontend Technologies:** React, Next, HTML, CSS, Tailwind CSS, Shadcn UI, Radix, Bootstrap
- **Backend Technologies:** Node, Nest, Adonis, ApolloGraphQL, Express, Fastify
- **Databases:** SQL, NoSQL, Postgres, MongoDB, Firebase, Elasticsearch
- **Tests:** Unit, Integration, E2E, Contract, Jest, Vitest, Cypress
- **Code Quality:** Clean Code, Clean Architecture, Design Patterns, SOLID
- **Applications:** Microservices, Monolithic, Serverless
- **Cloud:** AWS (Amazon Web Services), Vercel, Render
- **Queue and cache:** Kafka, RabbitMQ, Redis
- **Devops:** Docker, K8s, Terraform, Datadog, Github Actions
- **Version Control:** Git, GitHub, GitLab

Summary

Experienced Software Engineer with a background in planning, developing, scaling, architecting, securing, and maintaining large-scale web applications, microservices, and APIs in critical environments, serving millions of users daily, for the financial, banking, education and security sectors. I consider myself passionate about solving problems and helping people. I love technology and all the possibilities it offers. If there's a problem, there's a way to solve it with technology. My main focus is delivering and adding value to the product or service which I'm working on.

Experience

Stone Rio de Janeiro, Brazil
Software Engineer Jan 2024 – Present

- I created 3 big security automations systems to protect the company's intellectual property like the codes on Github and the client's data.
- I created 5 new applications for engineering teams including security services to facilitate the analyzing, granting and revoking access to company assets.
- I made code refactorings and improvements in several legacy applications using Clean Code, Clean Architecture, Design Patterns and SOLID.
- Context: Stone is one of the biggest payments companies in Brazil and Latin America. It offers payments and banking services to other big companies, so there are millions of users using its systems every day. I'm part of the platform and experience team.

Pagar.me Rio de Janeiro, Brazil
Software Engineer Sep 2022 – Dec 2023

- I increased performance by 30% in reading layer applications and brought more reliability in storage data.
- I helped in the planning and development of a new reading layer model with the aim of reducing response time and increasing the security and reliability of stored information.
- I made code refactorings and improvements in several legacy applications using Clean Code, Clean Architecture, Design Patterns and SOLID.
- Context: Pagar.me is one of the biggest payment gateway in Brazil. I was part of the Atlas team and we were responsible for the entire reading layer, for attacking technical debts and making performance improvements in several of the company's applications and services, working horizontally with the company's other teams.

Mais Retorno São Paulo, Brasil
Fullstack Developer Jan 2022 – Aug 2022

- I built new tools, such as the asset comparator, income simulator, fund tracker, fund and stock sheets, government bonds and direct treasury.
- I created a complete recurring subscription system for members.
- I made several SEO improvements in the company's main web application.
- Context: Mais Retorno is a financial market and education company. It offers many tools for investors. I was responsible for planning, developing and improving new tools and products for the financial market, for fixing bugs and for helping my coworkers.

Mais Retorno São Paulo, Brazil
Frontend Developer Jun 2021 – Dec 2021

- I built new features, fixed bugs and made several SEO improvements in the company's main web application.

• Context: I was responsible for creating new landing pages, developing new features, fixing bugs, building new tools and for making SEO improvements in all platforms.

Education

Rocketseat Professionalizing school, Information Technology
Development with Javascript, Typescript, NodeJs, React, Next, HTML, CSS, Golang, and Devops. Jan 2020 – Present

Descomplica Digital College Bachelor degree, Computer Science
Software Development, Distributed Computing, Project Methodologies, Software Requirements etc.. Jun 2024 – Jul 2028

UNIFG Bachelor of Computer Science, Information Technology
Software Engineering, Programming Languages, Software Requirements, Cloud Plataform etc.. Jun 2021 – Aug 2022