



# SÉRGIO BUENO

LEAD SOFTWARE ENGINEER



## CONTACT

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sergiobueno.me

Turim Metropolitan Area, Italy

## EDUCATION

### Bachelor's degree Computer Engineering

PONTIFICAL CATHOLIC UNIVERSITY OF CAMPINAS  
2011-2017

### High School

VISCONDE DE PORTO SEGURO  
2008-2010

## LANGUAGE

Portuguese

English

Spanish

Germany

A Lead Software Engineer with 10+ years of experience, I'm capable of driving throughout the entire software life cycle, from requirement analysis to production support, including coding standards, code reviews, source control management, build processes, testing, deploying, and managing distributed applications on popular cloud vendors' platforms.

## WORK EXPERIENCE

### UNITED REMOTE LTD.

DECEMBER 2023 - PRESENT

#### Development Team Lead

DEC 2023 - PRESENT

I spearhead multiple product projects within the dynamic and rapidly evolving iGaming industry. My role involves guiding a talented team of developers through the complexities of diverse tech stacks, ensuring the delivery of high-quality software solutions that meet the stringent demands of our clients and users.

### GAIN CHANGER

NOVEMBER 2022 - DECEMBER 2023

#### Development Team Lead

NOV 2022 - DEC 2023

I've been spearheading a dynamic and hybrid development team within an SEO and automation company, seamlessly integrating multiple products to benefit clients, publishers, and content writers, while also propelling organic traffic growth through a potent combination of effective content strategy and link building.

### CYKLPOINT LIMITED

OCTOBER 2020 - NOVEMBER 2022

#### Lead Software Engineer

OCT 2022 - NOV 2022

Remotely led a multicultural team in a waste industry company, overseeing all aspects of the development and technical deployment of an innovative waste cycle management digital platform.

### BIT8 LTD.

APRIL 2019 - OCTOBER 2020

#### Development Team Lead

JAN 2020 - OCT 2020

Guided a development team to deliver high-quality projects through collaboration with business analysts, planning, designing, developing, testing, and maintaining a platform, as well as assisting with user stories, work plans, package support, and release deployment.

## SKILLS

### PROGRAMMING LANGUAGES

- ✓ C# (.Net core)
- ✓ Python
- ✓ Javascript
- ✓ Rust
- ✓ Java

### DATABASES

- ✓ Microsoft SQL Server
- ✓ Oracle MySQL
- ✓ MongoDB
- ✓ Redis
- ✓ PostgreSQL

### SOURCE CONTROLS

- ✓ Git

### CONTINUOUS INTEGRATION & DEPLOYMENT

- ✓ Bitbucket Pipelines
- ✓ Github Pipelines
- ✓ Jenkins
- ✓ Docker containers

### CLOUD PLATFORMS

- ✓ Amazon Web Services
- ✓ Google Cloud Platform
- ✓ Heroku Platform

### PROJECT MANAGEMENT TOOLS

- ✓ Atlassian Jira
- ✓ Trello

### DEVELOPMENT ENVIRONMENTS

- ✓ Microsoft Windows
- ✓ Linux distributions

### Software Development Executive

APR 2019 - JAN 2020

Collaborated with multicultural teams in a challenging environment, utilizing Scrum methodology to develop, maintain, and support a full-stack, multi-tier, object-oriented web application for an iGaming platform, ensuring quality through test coverage, code reviews, and technical analysis under tight deadlines and continuous integration.

### CI&T SOFTWARE S/A

FEBRUARY 2014 - MARCH 2019

### Software Engineer

MAY 2017 - MAR 2019

GLOBAL COCA-COLA PROJECT., ATLANTA, GA, U.S.  
(MAY 2018 - MAR 2019)

Collaborated with a US team in a challenging, multicultural environment for a multinational beverage industry, utilizing Scrum methodology to develop and support a web application as a full-stack developer, ensuring quality through various test coverages, code reviews, and technical analysis under tight deadlines and continuous integration.

MODULAR MINING INC. PROJECT, TUCSON, AZ, U.S.  
(MAY 2017 - MAY-2018)

Collaborated with a US team in a multicultural environment using Scrum methodology to develop and support many object-oriented, multi-tier desktop and embedded applications for the multinational mining industry as a full-stack developer, ensuring quality through various test coverages, code reviews, and technical analysis.

### Junior Software Engineer

FEB 2016 - MAY 2017

COCA-COLA BRAZIL PROJECT, RIO DE JANEIRO, RJ, BR

Collaborated with Brazilian teams for a multinational beverage company as a backend developer using Scrum methodology to develop an object-oriented backend for an Angular web application under tight deadlines and continuous integration. Ensured quality through test coverages, code reviews, and technical analysis, while also taking sole responsibility for the report solution and team during a specific period.

### Intern Software Engineer

FEB 2014 - FEB 2016

TRANSCANADA PROJECT, HOUSTON, TX, U.S.

Collaborated with US teams in a challenging, multicultural environment using Scrum methodology to develop an object-oriented, multi-tier web application for a multinational gas industry as a full-stack developer, ensuring quality through various test coverages, code reviews, and toxicity analysis under tight deadlines and continuous delivery.

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