

LUCAS NASCIMENTO VEIGA

BACKEND ENGINEER | SOFTWARE ENGINEER

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TECHNICAL SKILLS

Languages & back end: C#, .NET, PHP, Laravel, TypeScript, Node.js, Go (Golang), Rust, Java, Spring Boot, and JSP

Databases: PostgreSQL, MySQL, Microsoft SQL Server, MongoDB, and SQLite

Front end: React, Next.js, Vue, Svelte, and Tailwind CSS

Desktop: AvaloniaUI, WinForms, Tauri, Electron, and GTK

Infrastructure: AWS, Azure, Cloudflare, Linux, Docker, Redis, Kubernetes, Tomcat, GitHub Actions, and CI/CD

Architecture & practices: Clean architecture, SOLID, OOP, APIs, SignalR, messaging, queues, background workers, asynchronous processing, and integrations

PROFESSIONAL EXPERIENCE

Back-end Engineer | KBR TEC - Web & Software

Jul 2022 - Present | Remote - Santos, São Paulo, Brazil

- Develop enterprise systems with .NET, Laravel, React, and Angular, focusing on architecture, reliability, and scalable backend services.
- Implement APIs, messaging, queues, background workers, and asynchronous processing, as well as real-time dashboards with SignalR.
- Manage infrastructure and deployments with AWS, Azure, Cloudflare, Docker, and CI/CD automation.
- Apply clean architecture, SOLID, OOP, and engineering practices to maintain robust, sustainable codebases.
- Contribute to solutions across port operations, cement, real estate, and healthcare.

Development Intern | KBR TEC - Web & Software

Apr 2021 - Jul 2022 | Remote - Santos, São Paulo, Brazil

Intern | DBVTech Consultoria e Assessoria Ltda.

Mar 2019 - Dec 2019 | Santos, São Paulo, Brazil

- Developed Java applications using Apache Tomcat and JavaServer Pages (JSP).
- Structured processes into service layers and built dynamic web pages.
- Maintained and managed integrated systems and projects composed of multiple services.

VOLUNTEER EXPERIENCE

Global Moderation Team Member | osu!

Jun 2021 - Present | Remote

- Moderate and support an international community with thousands of daily active users, collaborating with a global team to apply policies and manage interactions between users.

PROJECTS & OPEN SOURCE

maot is the personal brand I use online across my projects and technical presence.

- MapWizard: an open-source project built with .NET and AvaloniaUI, using MVVM and integration testing. It brings together tools that support level creation and management for rhythm games.
- MappingFeed: a platform built with C# and a TypeScript front end, using SignalR and WebSockets to deliver a real-time information feed.
- s.maot.dev: a URL-shortening service built in Go.

EDUCATION

Bachelor's Degree in Information Technology | UNIVESP

Jun 2026 - Jun 2029 (in progress) | Brazil

High School Diploma in Information Technology | Federal Institute of São Paulo (IFSP)

Jan 2016 - Dec 2019 | Brazil

LANGUAGES

Portuguese: native | English: advanced | Spanish: intermediate