Mikael Mello

Vancouver, BC, Canada | contact@mikaelmello.com | github.com/mikaelmello | linkedin.com/in/mikaelmello

WORK EXPERIENCE

Stripe   Remote · Canada
Software Engineer   Sep 2024 — Present

- Building beautifully crafted products at Stripe's Developer Experience & Product platform.

Microsoft   Remote · Vancouver, Canada
Software Engineer   Jan 2022 — Aug 2024

- **Reduced cloud costs by $20,000,000+/year after envisioning and executing performance improvements**, by redesigning both the logging system and the auto-scaling techniques employed to alternatives that are both more performant and cost-efficient.
- Responsible for managing 100+ Kubernetes clusters hosting Azure Data Factory's orchestration services, developing new and improving existing solutions when it comes to observability, scheduling and performance of the workloads running on the platform.
- Tech lead of a 3-person team on the migration of 200+ C# projects, spanning 4 teams, to a supported .NET version and build system targeting increased productivity and security compliance, resulting in CI/CD build times reduced from 6-8h+ to 1-2h (75%).
- Responsible for supply-chain security efforts and maintaining our compliant status in programs such as FedRAMP, focusing on having minimal maintenance overhead while still delivering a high patch velocity.
- Designed and developed multiple features for Fabric Data Factory, collaborating with PM and Design teams on projects such as the supporting Activity States.
- Received a promotion and maximum rewards (200%) after each year, including an exceptional stock award bonus, based on performances that strongly exceeded expectations.
- Skills and technologies: C#, Python, Kubernetes, Azure, Cosmos DB, Redis, distributed systems, database design

QuintoAndar   Remote · São Paulo, Brazil
Software Engineer II   Jan 2020 — Sep 2021

- Built and scaled the cloud services responsible for handling the termination of rental agreements, improving the experience of our users and the efficiency of our customer support teams, successfully handling an increase in demand of more than 100% YoY.
- Strong experience with message-based design patterns and developing distributed systems on top of AWS.
- Started as an intern and was offered a Software Engineer II position within 6 months of starting.
- Skills and Technologies: Java, Python, React, JavaScript, AWS, PostgreSQL, Kubernetes, event-driven architecture

Lacuna Software   In-Person · Brasília, Brazil
Software Engineer Intern   Aug 2018 — Dec 2019

- Developed from the ground up a multi-tenant SaaS cloud backup service to enterprise customers, composed of a cloud service hosted on Azure, a cross-platform desktop agent, and an Angular front-end integrated to the full suite of products.
- Skills and Technologies: C#, JavaScript, Angular, Azure, back-pressure mechanisms, multi-tenancy patterns

PERSONAL PROJECTS

inquire (GitHub) - Open source Rust library to easily build interactive prompts in CLI applications, having over 1700+ stars on Github and more than 140k downloads per month.

EDUCATION

Universidade de Brasília   Brasília, DF, Brazil
BSc, Computer Science   *2016 · 2020*

Bachelor's Thesis: Evaluation of the use of machine learning libraries for integration with elastic optical network simulators. (Dec 2020)