09/07/2024, 21:52 Gui Goncalves online version at cv.gclv.es

GUI GONCALVES

You can't buy happiness, but you can buy the services of a software engineer who is proficient in multiple programming languages and paradigms and experienced in launching new products to market — and that's pretty much the same thing.

I work best in high-performance, autonomous teams with high ownership of a big problem space. I believe *quality is free* for those willing to pay for it. I am convinced developers are uniquely positioned to define and build great products, and it has been my privilege to work on a few such teams.

Work experience

Funding Circle & Engineering Manager Lead Engineer Software Engineer Remote, UK Since Sep/23 Oct/21 – Sep/23 Jul/21 – Oct/21

I work on the US business at FC. I lead the team that works on the credit strategy, maintaining the **decisioning systems** and codesigning processes with Risk and Operations. Some important projects the team has delivered:

- Lead the **handover process** for Engineering as part of a merger
- Automate credit decisions that previously had to be reviewed by an underwriter
- Design a domain-specific language for automated credit decisions
- Aggregate credit policies in a single read-only UI, for **auditability**
- Conduct event storming sessions to identify and document tacit knowledge

* * *

Citigroup S Vice President, FX Tech

London, UK

Jul/20 - Jul/21

I was part of the team maintaining **Trader Toolkit**, an application reading from dozens of data sources inside the bank (order books, APIs, relational DBs, kdb+) and exposing them as **time series** that can be composed, compared, correlated and plotted. This was done with a **Kafka Streams**-like library in **TypeScript** that ran on both **Node** and on browsers. My work involved:

- Maintaining the library that powered all those abstractions;
- Understanding how traders and quants used our applications, to prioritise adding new data sources and operations;
- Expanding our user base by adding the time series from different asset classes;
- Coach the team in our agile practices, to ensure value was delivered continually

* * *

Tractable Software Engineer

London, UK

Oct/18 - Jul/20

I worked mainly on the **AI Review** product, which compares invoices produced by body shops with estimates generated by computer vision. During my time there, we **tripled our client base** with significant geographic expansion, the number of claims we processed going up by **multiple orders of magnitude**.

- Rewrote the backend from an anaemic model to a semantically rich one. The time taken to add a new check decreased from a month to less than a week
- Launched a **new product**, designed in collaboration with some of our biggest clients
- Helped in the launch of the **AI Estimating** product where orders are generated entirely by our trained models, based on smartphone pictures and some simple questions

* * *

Lastline (now part of vmware) S Software Engineer

Remote, US Dec/15 – Oct/18

http://127.0.0.1:35729/ 1/2

Remote, U

09/07/2024, 21:52 Gui Goncalves

When I joined Lastline, they were known mainly for their industry-leading malware sandbox. Over time, their network security product became more robust. I worked on the webapp that put everything together: analysts used it to find events and publish signatures; reverse engineers used it to observe malware behaviour; admins used it to manage their network and devices.

Initially a "skunkworks" project, I was part of the small team launching **NTA**, a product that analysed and correlated netflows to tell a complete story, according to the ATT&CK framework.

Education

Federal University of São Carlos

2010 - 2015

Industrial Engineering (incomplete)

ufscar.br

I studied Industrial Engineering while working part-time as a programmer. Around the time when I was writing my senior thesis, I realised *programming* was actually what I loved to do. I left University and pursued programming full-time instead.

Which is not to say my time at the university was not helpful. A lot of the state of the art in manufacturing science is useful in software engineering:

- Quality control
- Systems thinking
- Lean and just-in-time

http://127.0.0.1:35729/