

Laercio Rios

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SUMMARY SOFTWARE ENGINEER

- Full Stack Developer with strong experience in the JavaScript ecosystem (Node.js/React) and software architecture.
- Specialist in process automation, CI/CD pipelines, and database optimization.
- Proven track record in technical leadership and delivery of scalable solutions that directly impact operational efficiency.

PROFESSIONAL EXPERIENCE

Geodatin

Full Stack Developer

Remote

Feb 2021 - Present

- **Technical Leadership & Agile Management:** Acted in task prioritization and distribution, ensuring punctual delivery of critical features and code quality through Code Reviews.
- **Backend Engineering:** Creation and maintenance of scalable RESTful APIs using Node.js and TypeScript, ensuring stability through automated integration tests.
- **Geospatial Frontend:** Development of interactive interfaces and geospatial dashboards using React.js and MapLibre GL, focusing on rendering performance and User Experience (UX).
- **Database Management:** Management of spatial and relational data with PostgreSQL and PostGIS, performing complex modeling and query optimization for high performance.
- **Automation & Efficiency:** Designed web scraping libraries and automation scripts that reduced manual data collection time, increasing information availability for the business.
- **DevOps & Continuous Integration:** Implementation of robust CI/CD pipelines with GitHub Actions, reducing production failures and accelerating the deployment cycle.
- **Technical Consulting:** Direct engagement with stakeholders for requirements gathering, translating business needs into viable and scalable technical solutions.

Golfarma

Developer (Intern)

Remote / Feira de Santana, Brazil

Jan 2020 - Feb 2021

- **Full-Cycle Development:** Fully responsible for the architecture, development, and maintenance of a Laravel/PHP API, resulting in greater data reliability and a direct increase in company revenue.
- **Database Management:** Responsible for managing and maintaining SQL Server and PostgreSQL databases, ensuring the integrity and performance of stored information.
- **Requirements Analysis:** Maintained direct contact with clients to understand needs, troubleshoot issues, and ensure the proper implementation of developed systems.
- **Innovation:** Co-authored the MVP for the startup LeadBase (an internal project that became an independent spin-off), acting in the strategic refactoring of monoliths to a microservices architecture in Node.js, ensuring scalability for the new product.

EDUCATION

Universidade Salvador (UNIFACS)

Bachelor of Computer Science, Certificate of Completion

Remote / Synchronous

Completion Date: Dec 2025

Universidade Estadual de Feira de Santana (UEFS)

Bachelor of Computer Engineering

Feira de Santana, Brazil

Incomplete (Transferred)

SENAI

Technician in Systems Development, Certificate of Completion

Feira de Santana, Brazil

Completion Date: Jun 2019

- **Student Monitor (Teaching Assistant):** Assisted colleagues with programming logic and other subjects, reinforcing class learning and developing mentoring skills, in addition to directly supporting professors with class organization.

FEATURED PROJECTS

Pernambuco Ecological-Economic Platform

<https://plataformaecope.cprh.pe.gov.br>

Professional / Geodatin

2024 - present

- Award-winning platform by MapBiomias. The project integrates geospatial data and information of the Pernambuco environment, qualifying state environmental management processes, emphasizing monitoring, licensing, and environmental inspection.

- Role: I worked on the front-end, building and maintaining pages and components, as well as integrating with the API.

Semestre UEFS

Personal

<https://semestreuefs.laercorios.com/>

2024

- Platform featuring a countdown to the end of the academic semester at UEFS, plus a calendar with automatic updates to assist the academic community.
- Tech: Site developed in Next.js, featuring an X/Twitter bot for daily academic calendar notifications.

O Legado de Manoel

Academic / UEFS

<https://laercorios.itch.io/o-legado-de-manoel>

2025

- A short narrative game developed with Godot. It tells the story of the first inhabitants of the city of Pintadas, Brazil, featuring minigame segments between scenes.
- Role: I worked alone as a game designer, programmer, and artist.

Personal Website

Personal

<http://laercorios.com>

2024

- My portfolio contains all my professional information. Site developed in Next.js, following interface and responsiveness best practices.

SKILLS & INTERESTS

Skills: Node.js, TypeScript, React.js, Relational Databases (SQL), CI/CD (GitHub Actions), Git, RESTful APIs, HTML & CSS, Docker.

Interests: Reading, Video Games, Running.