

Fernando Mauro Rodrigues da Cunha e MARTINS

lalo@lalomartins.info / Tokyo, Japan / 1975-05-26

Summary

- Full-stack web developer
- Mobile developer
- Game developer and designer
- Infrastructure, DevOps, Architecture
- Team lead, coach, or ScrumMaster

Skills

Programming Languages	Rust, Kotlin, JavaScript, Dart, Python, C++, others
Mobile Technologies	Kotlin (KMM), Flutter, PWA, React Native, Cordova, Ionic
Web (FE) Technologies	Lit, Web Components, React, Angular, raw HTML/CSS web standards
Web (BE) Technologies	Node (Koa, Hapi, Express, Next), Kotlin, Python
Database	Postgres, MongoDB, CouchDB, ArangoDB, SQLite...
Infra and DevOps	Kubernetes, Docker, GCP, AWS, CI/CD, monitoring
Process and Leadership	ScrumMaster, Kanban, backlog management, software architecture, team leadership, junior developer mentoring, agile coaching, technical hiring

Experience (highlights only)

Concise Systems Tallinn, Estonia
SENIOR FULL-STACK DEVELOPER FEB. 2022 —

- Back-end microservice and front-end web development for EasyPark AS
- DevSecOps service maintenance and deployment

Technical Environment: Kotlin, PostgreSQL, Spring Boot, Java, JavaScript, React, Kubernetes

Meltin MMI Tokyo, Japan
MOBILE DEVELOPER, MEDICAL DIVISION MAY 2023 — SEP. 2023

- Develop/add new functions for mobile application serving as front-end for new therapeutic device
- Mature the app from prototype to release
- Establish deployment and provisioning systems

Technical Environment: Flutter, Dart, iOS, Swift, custom TCP/UDP protocol

Socious Global Tokyo, Japan (Remote from Estonia)
LEAD DEVELOPER/PROJECT MANAGER AUG. 2022 — NOV. 2022

- Full-stack development, JavaScript and TypeScript; infrastructure and devops
- Leading and coaching the development team; maintaining the development process and backlog

Technical Environment: React, NextJS, Node, Koa, PostgreSQL, Docker, AWS

Concise Systems

Tallinn, Estonia

SENIOR FULL-STACK DEVELOPER

JAN. 2022 — AUG. 2022

- Back-end microservice development for EasyPark AS

Technical Environment: Node, Koa, PostgreSQL, Kotlin, Kubernetes

VoicePing, Inc and XR Game Studio

Tokyo, Japan (Remote from Estonia)

PROJECT MANAGER, GAME DEVELOPER, GAME PRODUCER, GAME DESIGNER

NOV. 2020 — SEP. 2021

- Managed a distributed remote team developing VoicePing, a React/Electron application with Express on the server side.
- Then moved to the newly formed XR Game Studio unit, developing VR games in Unreal Engine and Unity.
- Took over as Designer and Producer; led the first title Raygun Chess from prototype to release, including Steam, Itch, and Oculus store publishing.

Technical Environment: React, Electron, Node, Express, Unreal Engine, Unity

Freelance web development and agile consulting

VARIOUS PROJECTS

APR. 2013 — OCT. 2020

immmr GmbH

Berlin, Germany

SCRUM MASTER, WEBAPP AND BACKEND TEAMS

MAR. 2016 — JUN. 2016

- Participated in overall company optimization (meeting structure, hiring, onboarding and offboarding, optimization of internal communication)

Ableton AG

Berlin, Germany

SCRUM MASTER, WEB TEAM

JUN. 2011 — MAR. 2013

- Formed and led an Operations team (from July 2012)

Ableton AG

Berlin, Germany

SENIOR WEB DEVELOPER

JUL. 2010 — JUN. 2011

- Web shop, license management, support, and logistics
- Technology: Python (TurboGears, later migrated to Django)

Schmap Ltd. (now Demographics Pro)

Beijing, China

WEB ARCHITECT

APR. 2006 — JUL. 2009

- Senior, decision-making position, including general advice on web and general computer technologies and trends, and participation in company-wide strategy forming
- Designed and implemented some of the products
- Formed and trained the web team
- Technologies included Python/Django, JavaScript, Java, browser extensions

Canonical, Ltd.

remote

SENIOR WEB DEVELOPER, ROSETTA TEAM, LAUNCHPAD DIVISION

MAY 2004 — OCT. 2004

- Technology: Python/Zope

Earlier career and notable achievements

- From 2002 to 2005: various contributions to Plone (plone.org), a very popular web application framework at the time, as a byproduct of web development work. Started the Plone Internationalization effort; designed and co-implemented various popular packages, from e-commerce to ORMapping. Started the "Plone Collective", a package-building community effort.
- 2000: as a byproduct of web development work, designed and prototyped a template language which would evolve to become Zope's (zope.org) default template system.
- 1998: started working as web developer and web product designer.
- 1992 — 2004: created and delivered training in various areas, including introduction to development, introduction to Windows, Python, Zope, Plone, Linux.
- 1990: started working as software developer.

Education

No formal education (middle school graduate, Brazil, 1990)

Certifications

Certified ScrumMaster (CSM) – taken in 2011, training with Jeff Sutherland, expired

日本語能力試験 (JLPT) N3 – December 2023

Languages

English (fluent) – primary working language for 20+ years

Portuguese (native)

German (intermediate)

Japanese (intermediate, N3) – comfortable for everyday in-company communication, but no keigo yet

Interests

Computer games, game design and development, board games, writing, reading, Japanese comedy

Others

<https://github.com/lalomartins/>

https://www.hackerrank.com/lalo_martins