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Samuel Rubens

Platform Engineer & Full-Stack Developer

Professional Summary

Platform Engineer and Full-Stack Developer specializing in microservices architecture, serverless deployment, and cooperative business models. Founder of Rubrion Platform Engineering Cooperative with expertise in Go, TypeScript, React, and cloud-native technologies.

Work Experience

Nov 2024–Present — **Platform Engineer & Full-Stack Developer**, *Rubrion*, São Carlos, SP, Remote
Founded Platform Engineering Cooperative developing microservices with accessible serverless deployment using Go, TypeScript, React, and Vite.
- Built core technologies stack: Railway + Cloudflare infrastructure with NeonDB
- Established cooperative network including MT2Data, PrismaTech, Grupo Raia, and Bioexame
- Architecture focus: multi-tenant platforms with one-click deployment via Kubernetes and Terraform
Technologies: Go, TypeScript, React, Vite, Railway, Cloudflare, NeonDB, Kubernetes, Terraform

Oct 2024–Present — **Founder**, *MonDesa*, São Carlos, SP, Hybrid
IoT solutions company specializing in landslide monitoring and energy telemetry systems.
- Landslide-Monitoring: sensors (ESP32 + LoRa/Wi-Fi/4G) and backend in Go/Mosquitto using containers
- EneMeter: energy telemetry (MKR Zero + LTC2943) to optimize sensor duty cycles
- Design of resilient MQTT schema and benchmarking of low-power radios
- Technical partnership with CEMADEN for municipal integration
Technologies: IoT, ESP32, LoRa, MQTT, Go, Docker, Kubernetes

Jul 2022–Mar 2024 — **Mobile Developer Intern**, *BTG Pactual Bank*, São Paulo, SP, Remote
Developed features for BTG TRADER mobile application and maintained CI/CD infrastructure.
- Developed new features for the BTG TRADER app using Flutter
- Created pipelines for release automation in Azure DevOps
- Maintained automation scripts for testing and continuous integration
Technologies: Flutter, Azure DevOps, Lua, Shell Script, CI/CD

Oct 2021–Jun 2022 — **Full-Stack Developer Intern**, *U-GET*, São Paulo, SP, Remote
Full-stack development with focus on mobile applications and backend migration.
- Developed mobile apps in Flutter, including the BenGelado app
- Built backend APIs using Rust, migrating from legacy PHP-based system
- Contributed to native Android app with computer vision integration
Technologies: Flutter, Rust, Android, Computer Vision, API Development

Education

Mar 2023–Present — **Bachelor of Computer Science**, *University of São Paulo (USP)*, São Paulo, SP
Focusing on distributed systems, algorithms and data structures at one of Latin America's most prestigious universities.

Mar 2021–2023 — **Bachelor of Computer Engineering**, *University of São Paulo (USP)*, São Paulo, SP
Completed foundational courses in electrical circuits, computer architecture, and digital systems before transferring to Computer Science.

2019 **Cambridge Advanced Exam (CAE)**, *Cambridge English Assessment*
Achieved C1 CEFR level certification in English proficiency.

Technical Skills

Languages	Go, TypeScript, Python, Lua, Kotlin, Shell Script
Frontend & Mobile	React, Vite, Flutter
Backend & APIs	FastAPI, Node.js, Gin (Go)
Platform Engineering	Kubernetes, Docker, Terraform, CI/CD (GitHub Actions, Azure)
Cloud & Serverless	Railway, Cloudflare, AWS, Azure, Oracle Cloud
Databases	PostgreSQL, Supabase, NeonDB
IoT & Hardware	ESP32, MQTT, LoRa
AI & ML	LangChain

Key Projects & Initiatives

Rubrion Cooperative	Platform Engineering Cooperative with network of specialized partners: MT2Data (Data Engineering & BI), PrismaTech (AI Consulting), Grupo Raia (AI Community), Bioexame (Clinical Laboratory Platform)
MonDesa IoT	Landslide monitoring systems using ESP32 sensors with LoRa/Wi-Fi/4G connectivity, Go backend, and containerized deployment

Languages

Portuguese	Native	*Native speaker*
English	Advanced	*C1 CEFR level (Cambridge CAE)*