RENAN LOPES

Senior Full Stack Software Engineer

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PROFESSIONAL SUMMARY

Full stack engineer with 12+ years across international gaming, SaaS, and enterprise platforms. Expertise in React, TypeScript, Node.js, Contentful content modeling, and GraphQL. Helped scale a product to 160,000+ users and led a six-person team.

TECHNICAL SKILLS

Languages and frontend: TypeScript, JavaScript, React, Next.js, Redux, MobX, HTML, CSS
Backend and data: Node.js, Express, REST APIs, PostgreSQL, MySQL, MongoDB, CockroachDB, Redis
Cloud and delivery: AWS, Google Cloud Platform (GCP), Docker, CI/CD, GitLab
Testing and observability: Jest, Cypress, New Relic APM, Firebase
Content and APIs: Contentful, content modeling, content migration, GraphQL, WebSockets
Delivery tooling: Feature flags; AI coding assistants: Claude Code (Opus 5.5), GPT-6 Astra
Additional experience: Elixir, Phoenix, Java, AngularJS, Gatsby, Ethers.js, Solidity, Web3

PROFESSIONAL EXPERIENCE

Gamdom

Senior Software Engineer | Feb 2026 - Present

- Develop full stack features with React, MobX, Node.js, Express, and PostgreSQL; translate Figma designs into frontend interfaces and implement real-time balance updates using WebSockets.
- Integrated Hacksaw Gaming and Pragmatic Play gaming providers and Swapped for cryptocurrency off-ramp transactions; develop affiliate and in-house leaderboard APIs.
- Use in-house feature flags for feature rollouts and AI coding assistants, including Claude Code (Opus 5.5) and GPT-6 Astra, in daily engineering work.

10 Ten Gaming LLC

Senior Lead Software Engineer | Apr 2024 - Feb 2026

Promoted from Senior Software Engineer | Mar 2024 - Apr 2024

- Helped scale a gaming product to 160,000+ users through Node.js / Express and release improvements.
- Optimized high-traffic APIs using Node.js clustering; resolved a recurring Sequelize connection leak with connection-pool management and monitoring.
- Strengthened production reliability with Redis Sentinel / Cluster, graceful fallbacks during cache outages, and New Relic monitoring of errors and throughput.
- Used in-house feature flags for feature rollouts; coordinated production releases and priorities with Product, and designed technical screenings and interviews for full stack hiring.

Rainmaker Games (now Prisma)

Lead Software Engineer | Mar 2022 - Mar 2024

Promoted from Senior Software Engineer | Jan 2022 - Mar 2022

- Built Contentful content models with content types, field schemas, references, and validation; implemented content synchronization, webhook content validation, and content migrations, connecting webhooks to Next.js static-site rebuilds.
- Migrated production API endpoints to GraphQL; built React / TypeScript components using Atomic Design.
- Built clustered Node.js / Express services with CockroachDB, multi-region storage, and a cached, rate-limited CoinGecko price service.
- Integrated OpenSea assets into a marketplace and MetaMask for onboarding, token-gated features, and on-chain transactions.

PROFESSIONAL EXPERIENCE CONTINUED

Everest

Senior Software Engineer | Oct 2021 - Apr 2022

- Built a cross-chain bridge interface for Ethereum, Polygon, and BNB Smart Chain using React, TypeScript, and Ethers.js; integrated contract ABIs and chain-specific RPC endpoints for wallet data.

High 5 Games

Senior Software Engineer | Jan 2021 - Dec 2021

- Delivered a modular React platform adaptable to multiple regulatory jurisdictions, automated critical user flows with Cypress, and built live leaderboards using Firebase Realtime Database.

Gaming Innovation Group

Senior Lead Software Engineer | Oct 2020 - Jan 2021

Promoted from Senior Software Engineer | Nov 2019 - Oct 2020

- Developed sportsbook and affiliate applications using React, Redux, RxJS, Vue.js, and Gatsby, with Jest unit tests.
- Improved GitLab CI/CD pipelines and managed releases through TeamCity, Octopus Deploy, and NGINX.

Yobetit

Senior Lead Software Engineer | Apr 2019 - Oct 2019

Promoted from Senior Software Engineer | Jul 2018 - Apr 2019

- Led and coached a six-person team, introduced coding standards and Agile processes, and aligned delivery with Operations and Marketing objectives.
- Built Node.js / Express services with a high-availability MySQL backend and reworked the frontend into a React / TypeScript SPA using MobX and Ant Design.
- Automated GCP deployments and autoscaling with Cloud Build and Bitbucket Pipelines; added New Relic monitoring and Firebase authentication and notifications.

Udacity

Mentor - Front End Web Developer Nanodegree | Mar 2018 - Sep 2018

- Mentored international learners in JavaScript and REST APIs; reviewed code against Nanodegree standards.

AppProva

Software Engineer | Aug 2017 - Jul 2018

- Built Elixir / Phoenix APIs with authentication and rate limiting, PostgreSQL schemas, and a React / TypeScript frontend with MobX, code splitting, and lazy loading.
- Automated Jest unit and integration tests within a blue-green CI/CD pipeline to support releases without downtime.

SERVENTEC

Software Engineer | Aug 2014 - Aug 2017

- Developed an internal ERP using Java, Struts, Hibernate, Tomcat, and MySQL; designed database structures and iReport dashboards and migrated JSP interfaces to AngularJS.
- Built a multilingual company website and a MEAN-stack news blog with REST APIs, JWT authentication, and responsive layouts.

EDUCATION AND PROFESSIONAL DEVELOPMENT

Full Sail University | Associate of Science in Computer Science | 2024

Udacity | Front End Web Developer Nanodegree | 2016 - 2017

Harvard University | Computer science coursework (CS50) | 2022

Alura | Software development training | 2014 - 2019

Additional training: Linux; MEAN stack; project management; Cordova and Ionic hybrid applications.

LANGUAGES

Portuguese: native or bilingual proficiency | English: native or bilingual proficiency