



Francis Gregori Munis

Senior Software Engineer

Details

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Links

[LinkedIn](#)

[GitHub](#)

Languages

Brazilian Portuguese (Native)

English (B2)

Skills

React.js

React Native

TypeScript

Javascript

Node.js

Next.js

GraphQL

Firebase

MongoDB

MySQL

PostgreSQL

Amazon Web Services

Profile

Over 10 years in software development, I thrive in providing full-stack solutions. My self-taught background fosters a unique problem-solving methodology, coupled with solid team collaboration skills.

Employment History

Software Engineer, Food Is Good(Fig)

Jun 2023 – Present 📍 Remote(US)

As Fig's Software Engineer, I am actively involved in rebuilding the company's website, focusing on vital areas such as SEO improvement and performance optimization. My contributions cover the following:

Working with Next.js, Tailwind CSS, and GraphQL to create a responsive and user-friendly interface, employing GIT for version control, implementing a headless WordPress configuration to build the blog section efficiently, and connecting multiple APIs to ensure seamless integration. My efforts are part of a collaborative effort to improve Fig's online presence further.

My role in this project represents an exciting challenge. I am proud to contribute to this important aspect of Fig's growth. Through technological innovation and adherence to best practices, I am helping to shape a website that meets the needs of our audience and sets new standards of excellence in our sector.

Tech Lead, Pixida do Brasil

Jan 2023 – Aug 2023 📍 Remote(US)

As a Tech Lead at Pixida, I play a crucial role in technical leadership and project management, ensuring the delivery of innovative and high-quality solutions to our clients. My main responsibilities and achievements include the following: Managing the development team, implementing agile methodologies, acting as a communication link between the technical team and stakeholders, identifying and resolving technical issues, actively defining software architectures, and selecting technologies and tools. Additionally, I provide guidance and mentorship to team members, the development of their technical skills and soft skills to build a highly skilled and cohesive team. My role as Tech Lead at Pixida enables the delivery of high-impact projects that generate value for our clients and enhance user experience. I am proud to be part of this talented and dedicated team and contribute to the company's success and growth.

Software Engineer, Exos

Sep 2022 – Feb 2023 📍 Remote(US)

As a software engineer at Exos, I had the opportunity to work on the development of a fitness app using a combination of technologies such as React Native, Node.js, and GraphQL. In my role, I was responsible for both the front-end and back-end development of the application. I took on various tasks, including converting designs from Figma into functional app screens that prioritized both high-quality user experiences and optimal app performance. Additionally, I integrated rigorous testing practices to improve app stability, ensuring seamless functionality for all users.

Software Engineer, Superbid

Jan 2019 – Sep 2022  Remote(São Paulo)


I helped develop modern and intuitive solutions aimed at the online auction market in Brazil. Among these solutions, I developed a module of commercial conditions responsible for creating all the legal parts of the auction payments. However, here, I had a big challenge due to the complexity of React.js state management that we needed to apply to connect the system's legacy APIs to an entirely new and modern design.

Software Engineer, Freelancer

Nov 2017 – Nov 2019  Remote

Working as a full-time freelancer was one of the moments I evolved the most as a professional, improving my hard and soft skills even more. In addition, I had the opportunity to work with clients worldwide, which allowed me to have a much greater view of the technology market. During this period when I worked entirely as a freelancer, I was able to get involved with incredible people and projects, using different technologies, such as: * React.js * React Native * Node.js * HTML, HTML5 * CSS, CSS3 * Javascript * Typescript • Firebase * GraphQL among others.

Software Engineer, BomOuNao

Jan 2016 – Feb 2017  Remote(Brazil)

BomOuNao was a satisfaction survey tool in which, through forms that are fully customizable by customers, we deliver the metrics necessary for customer audience growth. Working at BomOuNao was a fantastic opportunity I had because this was a project where I was responsible for creating the project from scratch. In addition, I took care of the development (programming) and infrastructure of the project.

Software Engineer, VivaPixel

Jan 2014 – Feb 2016  Balneário Camboriú

When I worked at Vivapixel as a full-stack engineer, I had the opportunity to work on projects of all sorts. From small institutional websites to websites with thousands of users. In this position, I was responsible for the frontend and backend development of: * Administrable systems * Websites * Portals * Blogs * Customizable modules * E-commerce In developing these solutions, I used technologies such as: * PHP * Zend Framework * WordPress * Magento * CSS * Bootstrap * Javascript