

# CLEO FERNANDO OLIVEIRA

## Senior Software Engineer | Full Stack Developer | DevOps

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### PROFESSIONAL SUMMARY

Senior Software Engineer and Full Stack Architect with over 20 years of experience in software development, AWS, automation, gaming, AI, and e-commerce. Specialist in scalable systems, AWS architecture, e-commerce, automation, large-scale web scraping, Amazon SP-API integrations, and Artificial Intelligence. Responsible for the architecture of platforms supporting operations with revenues exceeding US\$ 10 million. Track record of building scalable platforms supporting complex operations, acting as the technical owner for the architecture, development, and optimization of critical systems. Self-taught, with a high capacity for learning new technologies.

### TECHNICAL COMPETENCIES

- **Front-end:** React, Next.js, Vue.js, JavaScript, TypeScript, Tailwind CSS, HTML5, CSS3
- **Back-end:** Node.js, Python, Java, C#, .NET, Delphi, Django
- **Database:** MySQL, SQL, MongoDB, SQLite
- **Cloud, DevOps, AI & Data:** AWS, GCP, Docker, Kubernetes, Predictive algorithms, Scraping, AI Agents
- **Methodologies:** Scrum, Kanban, Trello
- **Languages:** Fluent English | Technical Spanish

### PROFESSIONAL EXPERIENCE

#### Senior Software Engineer & Full Stack Developer

2020 – Present

*NWM Wholesale / NinjaAZ / CKM Tech*

Development of a dropshipping platform processing over 1 million products/day. Systems used in operations exceeding US\$ 10 million annually, with an optimized AWS architecture, dynamic proxies, and Kubernetes with ephemeral instances for a reduced cost of under US\$ 100/month. Implementation of AI for data validation, error detection, pricing, and logistics forecasting. Development of a proprietary repricer and B2B platform for commercial automation.

#### Software Engineer & Full Stack Developer

2010 – 2020

*International Freelancer*

High-performance, low-cost Full Stack development for automation, large-scale web scraping, and web applications. Game tools projects in collaboration with international teams (USA and Europe). Automation tools for the online gaming industry and web scraping for the US retail market.

#### Co-Founder & Software / Game Developer

2005 – 2010

*KlanHouse | Chaos Games*

Java server development for Unreal Engine games, Linux infrastructure, and projects with revenues exceeding R\$ 500k/year.

#### Infrastructure Analyst & Web Developer

2000 – 2005

*HM Web*

Corporate website development and IT infrastructure and web server administration.

#### IT Technician

1995 – 2000

*Independent Professional*

Technical support, maintenance, and diagnostics of hardware and software.

### ACADEMIC EDUCATION

- Analysis and Systems Development, UniRitter | Completed in 2025
- Front-end Developer Certification (HTML, CSS, JavaScript, React) | 2024
- Backend Developer Certification | 2005
- Computer Maintenance Certifications (1994) | Advanced (1997)
- Conversational English, Cultural Institute | 1990-1993