Renan Lopes

Senior Full Stack Engineer · React, TypeScript, Node.js

Remote from Brazil (UTC−3) — overlaps the US Eastern workday & European afternoons

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SUMMARY

Senior Full Stack Engineer with 12+ years in software, building React, TypeScript and Node.js platforms for US and European companies since 2018, mostly in iGaming, crypto and Web3. Helped scale a gaming platform from launch to 160,000+ users and cut its API response times 2.5×. Led teams of up to six engineers at three companies, designed technical hiring processes and was promoted into lead roles four times.

SKILLS

Frontend: TypeScript, JavaScript, React, Next.js, Redux, MobX, RxJS, Vue.js, HTML, CSS

Backend & APIs: Node.js, Express, REST, GraphQL, WebSockets, Elixir / Phoenix, Java

Data & caching: PostgreSQL, MySQL, MongoDB, CockroachDB, Redis, Sequelize

Cloud & delivery: AWS, Google Cloud, Firebase, Docker, CI/CD, GitLab CI, Feature flags

Quality & observability: Jest, Cypress, New Relic APM, AWS CloudWatch

Content, Web3 & AI: Contentful, Content modeling, Ethers.js, Solidity, MetaMask, Claude Code, AI coding agents

Languages: English & Portuguese (bilingual)

EXPERIENCE

Gamdom · Crypto iGaming platform · Spain — Feb 2026 – Present

Senior Software Engineer

- Ship full stack features across React/MobX frontends and Node.js/Express services on PostgreSQL, turning Figma designs into production UI.
- Implement real-time balance updates over WebSockets so players see account changes the moment they happen.
- Integrated the Hacksaw Gaming and Pragmatic Play game providers and the Swapped crypto off-ramp, and build affiliate and in-house leaderboard APIs.
- Roll features out behind in-house feature flags, run services in Docker, and monitor and debug them through AWS CloudWatch logs and metrics.
- Use AI coding agents such as Claude Code every day, backed by tests and code review.

10 Ten Gaming LLC · Gaming platform · California, US — Mar 2024 – Feb 2026

Senior Lead Software Engineer · promoted from Senior Software Engineer, Apr 2024

- Helped scale the product from launch to 160,000+ users through Node.js/Express performance work and release improvements.
- Cut API response times 2.5× by adding the right database indexes, optimizing queries and hot code paths, and running Node.js in cluster mode.
- Eliminated a recurring Sequelize connection leak through connection-pool management and monitoring — connection failures stopped and production stabilized.
- Hardened the cache layer with Redis Sentinel/Cluster and graceful fallbacks during cache outages, with New Relic tracking errors and throughput.
- Ran production releases for all teams, aligned priorities with Product, and designed the technical screening and interviews for full stack hires.

Rainmaker Games (now Prism) · Web3 gaming marketplace · New York, US — Jan 2022 – Mar 2024

Lead Software Engineer · promoted from Senior Software Engineer, Mar 2022

- Stepped into the team's vacant lead role after early deliveries and was promoted within two months; led four senior full stack engineers, one of them a Web3 specialist.
- Architected a component-driven React/TypeScript front end with Atomic Design and migrated production API endpoints to GraphQL.
- Built clustered Node.js/Express services on CockroachDB with multi-region storage and a cached, rate-limited CoinGecko price service.
- Designed Contentful content models — content types, field schemas, references and validation — with sync, webhook validation and migrations wired to Next.js static-site rebuilds.
- Integrated OpenSea assets into the marketplace and MetaMask for onboarding, token-gated features and on-chain transactions.

Everest · Cross-chain bridge · US — Oct 2021 – Apr 2022

Senior Software Engineer

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

High 5 Games · Multi-jurisdiction gaming platform · New York, US — Jan 2021 – Dec 2021

Senior Software Engineer

- Shipped a modular React platform that adapts to each regulatory jurisdiction, speeding up regional roll-outs.
- Automated critical user flows with Cypress and built live leaderboards on Firebase Realtime Database.

Gaming Innovation Group · iGaming · sportsbook & affiliate platforms · Malta — Nov 2019 – Jan 2021

Senior Lead Software Engineer · promoted from Senior Software Engineer, Oct 2020

- Moved up internally to lead the front-end team of three engineers working in React and Gatsby.
- Developed sportsbook and affiliate applications with React, Redux, RxJS, Vue.js and Gatsby, covered by Jest unit tests.
- Improved GitLab CI/CD pipelines and managed releases through TeamCity, Octopus Deploy and NGINX.

Yobetit · iGaming operator · Malta — Jul 2018 – Oct 2019

Senior Lead Software Engineer · promoted from Senior Software Engineer, Apr 2019

- Led and coached a six-person team with weekly 1:1s and growth plans, introduced coding standards and Agile processes, and aligned delivery with Operations and Marketing.
- Designed the Node.js/React hiring process with HR: coding tests, peer reviews and structured interviews.
- Built Node.js/Express services on a high-availability MySQL backend and rebuilt the frontend as a React/TypeScript SPA with MobX and Ant Design.
- Automated GCP deployments and autoscaling with Cloud Build and Bitbucket Pipelines; added New Relic monitoring plus Firebase authentication and notifications.

Udacity · Mentor — Front End Web Developer Nanodegree · US — Mar 2018 – Sep 2018

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

AppProva · Software Engineer · Brazil — Aug 2017 – Jul 2018

- Built Elixir/Phoenix APIs with authentication and rate limiting, PostgreSQL schemas and a React/TypeScript frontend with code splitting and lazy loading.
- Automated Jest unit and integration tests in a blue-green CI/CD pipeline for zero-downtime releases.

SERVENTEC · Software Engineer · Brazil — Aug 2014 – Aug 2017

- Developed an internal ERP with Java, Struts, Hibernate and MySQL: database design, iReport dashboards and a migration from JSP to AngularJS.
- Built a multilingual company website and a MEAN-stack news blog with REST APIs and JWT authentication.

PROJECTS & TEACHING

Locamestre · locamestre.com · Next.js, Vercel — A rental-management SaaS I built and run for the Brazilian market. Landlords and property managers handle listings, contracts, photo inspections, due dates and payments in one place, and tenants get a portal for their documents and payments — on any phone or desktop browser.

Video tutorials · youtube.com/renanlopescoder · 1.3K+ subscribers — Free YouTube tutorials on React hooks, async JavaScript, Next.js and cloud deployments, Docker on Cloud Run and Ethereum with Ethers.js.

EDUCATION

Full Sail University — Associate of Science in Computer Science · view diploma — 2024

Harvard University (HarvardX · edX) — Professional Certificate in Computer Science and Mobile Apps · verify credential — Sep 2022

CS50 computer science fundamentals and mobile app development with React Native.

Udacity — Front End Web Developer Nanodegree · verify credential — 2016 – 2017

Alura — Software development training — 2014 – 2019

Additional training: Linux, MEAN stack, Project management, Cordova & Ionic hybrid apps