

Matheus Bruscke

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Experience

Software Engineer II, Bit Complete - Toronto, CA (Remote) Mar 2024 – July 2025

- Eliminated 100% of file duplication failures at Highnote by replacing a client-side guard with server-side idempotency checks inside Firestore transactions, protecting data integrity under concurrent writes
- Delivered sub-500ms content discovery across 50K+ tracks at Highnote by integrating Algolia with composite Firestore indexes and strict TypeScript contracts, enabling instant search across multiple workspaces
- Improved scheduler reliability at Octave by rewriting Next.js dynamic route handling, cutting API response time from 1s to ~500ms and increasing throughput under peak load
- Reduced certification script generation time by 60% at Autonomi's NestJS API by indexing device family and model metadata with PostgreSQL B-tree indexes, eliminating sequential scans on a 1M+ row table

Software Engineer I, Zipper - San Francisco, US (Remote) July 2023 – Feb 2024

- Migrated the Applets design system from Chakra-UI to Tailwind and CSS Modules, increasing UI flexibility, reducing style bundle size by ~35% and decoupling component variants from the runtime theme provider
- Improved Applet loading time by 62.5% (2s to 0.75s) by implementing SSR-based preloading with Next.js, delivering a smooth user experience
- Extended the browser-based code editor with linting and cross-file TypeScript support via Prettier and a custom LSP, ensuring type-safe, error-free editing, and smooth file navigation

Frontend Engineer, Ten Tree Studios - London, UK (Remote) Jan 2022 – Feb 2023

- Scaled Zombies Outbreak Survival from zero to 10,000+ users, leading full delivery of a Web3 game on WAX, including wallet integration and on-chain asset reads using React, TypeScript, Next.js, Node.js, and Fastify
- Cut median page load by 80% (5s to 1s) by implementing a local-first IndexedDB caching strategy to buffer on-chain reads, eliminating chain-fetch spinners entirely
- Reduced unnecessary re-renders by ~60% under high-frequency game state churn by designing a Redux store with selector memoisation via reselect

Frontend Engineer, Foton Tech - Florianópolis, BR (Remote) Aug 2021 – Nov 2021

- Led frontend delivery of Oliveland (3K+ MAUs) and Beast Garden (5K+ MAUs), covering wallet transactions, WAX smart contract bindings, and gameplay mechanics using React, TypeScript, Node.js, and Express.js
- Built internal TypeScript utility libraries for WAX chain interactions, cutting per-feature integration effort by ~30% and standardising error-handling across all NFT projects

Full Stack Developer, Tecnobyte - Ji-Paraná, BR (On-site) Feb 2020 – July 2021

- Led full-stack development of SISVENDA, a web-based ERP now adopted by 100+ local businesses, built with React, TypeScript, C# and .NET, Entity Framework, and PostgreSQL
- Owned UI/UX end-to-end from wireframes to production design prototypes using Figma and Storybook, enabling fast feature iteration without a dedicated design function
- Reduced page load time by 75% (~2s to 500ms) through React Query caching, code-splitting, and asset minification, improving the user experience for data-heavy dashboards

Skills

Languages: TypeScript, JavaScript, C#, SQL

Technologies: HTML5, CSS3, Tailwind, React, Next.js, Redux, React Query, Vite, Webpack, TurboRepo, Node.js, Express.js, NestJS, Fastify, PostgreSQL, MySQL, Firestore, .NET, Entity Framework, AWS, GCP, Docker

Education

AFYA University Center - B.Sc Information Systems

Dec 2023