Gabriel Oliveira

BACKEND-FOCUSED FULL-STACK DEVELOPER

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Full-stack developer with stronger backend experience building APIs, automations and data-processing systems. Experienced with financial reconciliation, large-file imports, spreadsheet workflows, CNAB generation, portal automation and PDF extraction, and with shipping Windows desktop software end to end. Based in São Paulo, Brazil.

TECHNICAL SKILLS

Backend: Node.js, TypeScript, JavaScript, PHP, Laravel, C#, .NET and REST APIs
Frontend: React, React Native and responsive web and mobile interfaces
Desktop: C# and .NET Windows apps, WinForms, Win32 APIs, FFmpeg and NSIS installers
Data: PostgreSQL, MySQL, CSV and Excel processing, PDF extraction and CNAB workflows
Cloud and Tools: AWS, S3, Lambda, API Gateway, CloudWatch, DynamoDB, Docker, Terraform, GitHub Actions and Git

PROFESSIONAL EXPERIENCE

Full-Stack Developer - South Wind Solution 2022 - Present

- Build and maintain web and mobile applications, integrate REST APIs, resolve production issues and improve responsive user experiences.
- Translate product and operational requirements into practical software across backend, frontend and mobile environments.

Cloud Infrastructure Developer - Contract Project 2023

- Developed infrastructure with Terraform and AWS, connecting TypeScript Lambdas, API Gateway, CloudWatch and DynamoDB.

React Native Developer - Freelance 2023 - Present

- Delivered a new flow for a banking application and resolved compatibility issues across Android devices and iOS.

SELECTED PROJECTS

Prism Review - Open Source 2026

- Built a deterministic GitHub Action that reviews pull requests for missing tests, large diffs, dependency changes and security-sensitive files before human review.
- Designed a safe execution model with minimal permissions, unit-tested rules, fixture-based analysis and a single upserted pull-request report.

github.com/gabrielolvv/prism-review

Ghostclip - Open Source 2026

- Built an instant replay recorder for Windows in C# and .NET that keeps the last minute of gameplay and saves it on a hotkey, with no DLL injection, render hooks or global keyboard hook.
- Designed a two-process architecture: a supervised headless worker drives FFmpeg with GPU hardware encoding and restarts on failure without losing the on-disk buffer.

github.com/gabrielolvv/ghostclip

MouseModes - Open Source 2026

- Built a Windows tray app in C# that switches mouse and power settings between Performance and Everyday modes, manually, by global hotkey or automatically when a game launches.
- Shipped a per-user installer with self-updates verified against the release SHA-256, restoring every changed setting on exit or after a crash.

gabrielolvv.github.io/mousemodes

EDUCATION

Technology Degree in Systems Analysis and Development - University of Fortaleza 2021 - 2023