Felipe Lima
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Work Experience

Software Engineer

Aug 2021 to present – **QuickNode**

Building the future of the internet and web 3. Developer infrastructure that powers dozens of Fortune 100 companies.

Software Engineer

Nov 2018 to Apr 2021 – **Stripe**, Seattle, WA

Main projects and achievements:

- Led engineering for a 2 year long, large scale project integrating Stripe's card payment infrastructure with a prominent Brazilian local card network, as part of Stripe's global expansion efforts to Latin America. Project was shipped in Q1/2021 to a private production pilot.
- As part of the Money Movement Policy team, built a piece of Stripe's global payments and treasury network which handled the business logic that dictates a core piece of Stripe's infrastructure. The policy engine was responsible for executing a predefined set of rules which ensured transactions were compliant to to various risk, legal and business requirements.

Software Engineer

Jan 2015 to Nov 2018 – **Airbnb**, San Francisco, CA

1. Android infrastructure:

- Designed, implemented and shipped a complete refactoring of the Airbnb Android app network and caching layers. Improving its capabilities for handling configuration changes, offline and slow network scenarios.
- Modernized the codebase, designing new APIs focused on improving developer productivity, testability and maintenance.
- Participated in the development and release of multiple Airbnb open source libraries

like RxGroups, AirMapView, DeepLinkDispatch, react-native-maps and OkReplay. Officially maintained these and other libraries, working with the community on feature requests, bug fixes and internal/external contributions.

2. Build infrastructure for backend services mono-repository:

- Joined a task force aimed at revamping AIrbnb's largest Git mono-repository (which housed hundreds of microservices) and building the infrastructure necessary for supporting 2x+ growth per year. Several hundred developers relied on this infra on a daily basis to make sure they could ship changes quickly and with confidence. Despite working with very limited resources on this team, we were able to not only maintain but also improve the status quo, reducing build times by an order of magnitude and dramatically improving stability.

Lead Android Engineer

July 2012 to Dec 2014 – **We Heart It**, San Francisco, CA

Lead developer for the We Heart It Android app. App highlights:
- 10+ million downloads;
- 4.5+ stars average rating;
- Selected by Google Play as one of the 15 Best apps of 2013.

Also responsible for building new features for the We Heart It website with Ruby on Rails.

Senior Software Engineer

Dec 2011 to July 2012 – **Trip.com** (formerly **Gogobot)**, Menlo Park, CA

Ruby on Rails backend and front-end for the gogobot.com website. Was responsible for introducing Agile, TDD and CI company wide. Maintain and develop new features, integration with Facebook API and scalability. Dramatically increased product quality and stability by introducing BDD and better design patterns.

Senior Software Development Consultant

Jan 2011 to Dec 2011 – **ThoughtWorks Brazil**, Porto Alegre, RS - Brazil

Education

Jan 2002 to July 2008 - Bachelor Degree: Computer Science at PUC-RS - Brazil

Languages

- English (Fluent)
- Portuguese (Native)
- Spanish (Basic)