

 Pedro Picardi Senior Software Engineer • TypeScript Three.js React Next.js Node Flutter Xcode  Rio grande do Sul, Brazil  +55 (61) 98545-1997  pduayer@gmail.com  https://pedropicardi.com	
Profiles	
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Summary	
I'm a senior software engineer with 7+ years of experience building digital products end to end — from real-time 3D interfaces and mobile apps to backend systems and distributed infrastructures. I've worked across international companies and diverse industries, including telehealth, mobility, retail, and 3D automotive experiences. My work blends engineering with design. I started in audio engineering, which shaped my attention to detail and the way I think about systems — from the smallest signals to the whole mix. Today, that translates into clean architecture, intuitive + beautiful interfaces, and meaningful products that feel good to use.	
Experience	
Royal Enfield (Multinacional Motorcycle Brand) 3D Artist Frontend Software Engineer  https://royalenfield.com/ Jun 2025 - Present Remote I am currently leading a full refactor of the company's web presentation, with a core focus on building a high-performance, real-time 3D motorcycle catalog. I manage the entire end-to-end pipeline — from 3D modeling, asset optimization, and rendering architecture to frontend integration and performance tuning. The goal is to deliver a visually stunning, ultra-responsive experience where users can explore and customize motorcycles with console-level fluidity directly inside the browser.	
Key Responsibilities & Achievements:	
- Responsible for all 3D production tasks, including modeling, retopology, PBR texturing, mesh optimization, and baking workflows using Blender. - Preparing lightweight, GPU-efficient assets using decimation, UV optimization, packed texture maps, and KTX2/Basis compression. - Developing the interactive 3D frontend using React Three Fiber, Three.js, WebGPU, HDR environments, custom shaders, and GPU instancing for high-fidelity rendering. - Implemented a real-time motorcycle customization engine, enabling users to change colors, handlebars, wheels, and other components with instant feedback. - Built a streaming-friendly loading pipeline with lazy texture loading, LOD management, and scene-graph optimization to reduce latency. - Re-architecting the full web layout, including bundle size reduction, code-splitting, and strict performance budgets to support complex 3D components. - Ensuring seamless integration between React UI and 3D scenes, eliminating layout shifts, preventing FPS drops, and maintaining stable performance across modern devices. - Improving rendering stability through memory-safe resource disposal, reduced draw calls, material reuse, and WebGPU-ready pipelines for future scalability.	
Yinflow.Life (Telehealth Platform for Mental Health) Tech Lead Product Manager  https://yinflow.life Jan 2024 - Present Dover, Delaware, United States I led the development of <u>Yinflow.Life</u>'s full digital ecosystem, managing architecture, infrastructure, backend services, and mobile development, while coordinating a small engineering team. The platform operates under strict Brazilian medical-compliance standards and supports critical healthcare workflows.	
Key Contributions & Responsibilities	
- Designed, developed, and launched the company's flagship Flutter mobile app (iOS & Android), taking it from prototype to production. - Built and maintained the main website using Next.js, React, PostgreSQL, GSAP, and Webflow, enabling fast and scalable content publishing. - Created a multi-channel notification system integrating WhatsApp Business API, Resend, and OneSignal for automated emails, push notifications, and WhatsApp alerts. - Architected backend services in GraphQL and REST, improving performance and reducing FCP on core UIs. - Automated fiscal receipt issuance through Spedy.com.br using Node.js, streamlining finance and compliance operations. - Forked, customized, and maintained major open-source platforms — Directus, Cal.com, and DocuSeal — adapting them to healthcare and product requirements. - Extended Directus with custom Node.js/Vue.js plugins, including Apple Sign-In and Resend email automation. - Implemented AI-powered transcription using Recall + OpenAI Whisper for telehealth call processing. - Managed digital medical certifications through Lacuna Software, ensuring secure signing and compliance. - Optimized AWS infrastructure (Lambda, S3, SQS), reducing idle endpoints and recursive triggers by over 30%, and added SSE for real-time updates. - Built a high-performance checkout system with CheckoutChamp and a custom payroll, achieving top scores on Google PageSpeed Insights. - Delivered multiple automation pipelines using Resend, Meta Business WhatsApp, and OneSignal for onboarding, reminders, and operational messaging.	
Yinflow.Life was recently accepted into Anter's Startup Acceleration Program with the highest score in the round.	
Yangflow (Venture Builder Studio) Senior Fullstack Software Engineer Lead Product  https://yangflow.us Jan 2024 - Sep 2025 Florianópolis, Brazil At Yangflow — a venture-builder and multi-studio development house — I acted as a senior developer and core contributor in the Product Studio, helping transform strategic visions into live, high-impact digital products and platforms for global clients. Yangflow serves a broad roster of clients, including Nasdaq, Suzuki, USA BMX, FuzionFi, Riza, Arvios, and many others.	
Key Contributions & Responsibilities	
- Developed high-impact marketing and web platforms for a variety of clients (including USA BMX, FuzionFi, Riza, among others), combining front-end, backend and business logic to deliver scalable, resilient digital experiences. - Implemented complex user-facing experiences with WebGL and Three.js, enabling interactive and immersive 3D features when required by clients, delivering standout visual experiences on the web. - Built backend/data infrastructure and orchestration using tools like Supabase and workflow automation via N8N (or similar) — managing data storage, auth, server logic and content management, enabling clients to operate rich web products without heavy infrastructure overhead. - Integrated external systems such as payment gateways, user subscription flows, and operational tools when necessary (for clients needing e-commerce, subscriptions or enterprise-class services), ensuring reliability and scalability under production loads. - Conducted performance and architecture reviews: optimized backend queries, ensured database scalability (SQL/NoSQL when appropriate), implemented caching where needed, and structured apps for maintainability — anticipating load, future growth, and multi-tenant needs. - Coordinated with cross-disciplinary teams (design, product, marketing, operations) to gather requirements, plan development roadmaps, and deliver end-to-end products — from concept through deployment — ensuring that business goals, UX, and technical constraints were in sync. - Supported internal Ops/BI initiatives for clients such as Suzuki and Nasdaq, helping transform strategic corporate needs into actionable data-driven digital solutions (tracking, analytics, product delivery, etc.).	
Caminho Aya (Ayurveda Content Creators) Lead Flutter Developer  https://caminhoaya.com March 2023 - Jan 2025 Florianópolis, Brazil At Caminho AYA, I led the end-to-end development of the company's flagship mobile application built in Flutter. The app delivers a rich and seamless user experience, featuring a custom audio/video player, interactive comment sections, premium subscription flows, and personalized content delivery.	
Key Contributions & Responsibilities	
- Architected and developed core app features using Flutter, combining custom Dart components with selected pub.dev libraries to ensure performance, scalability, and maintainability. - Implemented the checkout and subscription system using Paywall, enabling secure premium access, recurring billing, and real-time entitlement validation. - Designed and integrated the full backend data layer with Firebase (Firestore, Auth, Storage, Cloud Functions), supporting scalable data operations and synchronization across devices. - Built custom UI/UX components aligned with the brand identity and optimized for high-performance mobile rendering on both iOS and Android. - Developed advanced media features, including a custom audio player, video player, offline content handling, and progress tracking. - Collaborated with product, design, and content teams to translate requirements into robust technical implementations and continuous improvements.	
Ameríndia (Geodesic Dome Manufacturer, Digital School & Retailer) Lead Software Engineer  https://amerindia.eco.br/ Mar 2023 - Dec 2024 Florianópolis, Brazil At Ameríndia, I engineered internal systems, automation pipelines, and digital infrastructure to increase operational efficiency, reduce manual workload, and support the company's growth in marketing, education, and communication. My work combined software development, automation engineering, payment integration, analytics, and digital marketing operations.	
Key Contributions & Responsibilities	
- Designed and implemented automation workflows for notifications, receipt issuance, product catalog updates, onboarding flows, and mentoring availability using the WhatsApp Business API, N8N, and custom Node.js scripts. - Developed the internal platform app.amerindia.eco.br for hosting digital courses, managing user content, and centralizing institutional communication (articles, blogs, news, updates). - Built platform features using JavaScript, Vite, Redis, MongoDB, Webflow, and Bubble.io, ensuring scalability, fast performance, and improved UX. - Integrated the payment system with Asaas, including split-payment automation for revenue sharing and financial reconciliation. - Managed SEO optimization across landing pages using Google Search Console, structured metadata, schema markup, and performance improvements. - Configured and optimized advertising campaigns across Google Ads and Meta Ads Manager, aligning tracking with GTM, Meta Pixel, and server-side events to improve attribution and ROAS. - Set up analytics dashboards and behavior tracking using Google Tag Manager, Meta's tracking suite, and Microsoft Clarity.	
Spagiros (Essential Oil Producer & Retailer) GTM Developer Designer  https://www.youtube.com/@spagiros Jan 2020 - Jan 2022 Minas Gerais, Brazil At Spagiros, I co-produced multiple courses and workshops delivered across Brazil, Mexico, and Europe, while also developing high-performing digital products and marketing campaigns for the Escola de Espagíria. My work supported some of the company's most successful launches through a combination of technical execution, creative production, and growth-focused strategy.	
Key Contributions & Responsibilities:	
Designed and developed marketing campaign pages using Webflow, Framer, and WordPress, delivering visually appealing, responsive, and high-conversion layouts. Built funnels, campaign flows, and digital content assets that improved user experience and increased conversion rates across launches. Implemented analytics and SEO using GCP, Google Tag Manager, Meta Pixel, and Microsoft Clarity to track performance and optimize campaign effectiveness. Created digital assets and videos using Adobe Creative Suite, ensuring strong brand consistency and audience engagement. Performed professional video editing using Adobe Premiere Pro for courses, ads, and promotional materials. Developed WhatsApp Business API automations to support campaigns, lead nurturing, and customer communication at scale. Managed CRM/ORM systems, optimizing customer journeys and enhancing retention.	
Sintrop.io (Software House) Freelancer  https://sintrop-io.webflow.io/ Feb 2018 - Jun 2020 Remote <u>Sintrop.io</u> was the creative agency and software house I founded with some colleagues to meet growing local and international demand for high-quality software solutions. During this period, I worked with clients across the globe—delivering smart automations, modern web experiences, and custom applications for a wide range of industries. Our portfolio included projects for Chuzhao (e-commerce), Venator Commerce (e-commerce), Big Brand Ventures (customer acquisition), and HR by MOD (HR management). These collaborations marked the early—and highly formative—stage of my journey as a software engineer.	
Education	
FIAP Computer Science 9.0  https://www.fiap.com.br/ 2018 - 2020 Technical Degree - Remote I formally studied Computer Science remotely at FIAP - São Paulo.	
UNB - Universidade de Brasília Music Engineering & Production 9.5  https://www.unb.br/ 2017 - 2021 Bachelor Degree Music is my passion. In parallel with learning software development, I formally studied music engineering and production at the federal university of Brasília -It was the main gateway for me into advanced hardware and programming.	
Havard.edu Computer Science  https://pll.harvard.edu/course/cs50-introduction-computer-science 2022 Certified - Remote I've enrolled and completed Harvard's introductory remote course on Computer Science in order to fill gaps on my low-level programming knowledge.	
Skills	
JavaScript/TypeScript High level language ●●●●● Front-end, Back-end, Next.js, Node.js, Bun.js, React, Svelte, Vue.js, Deno, GSAP, Zod, Zustand, Redux, Browser API, NestJS 3D Modeling & Development 3D presentations, digital experiences and more ●●●●○ Blender, Three.js, WebGL, Theatre.js, TSL, GLSL, WGSL, React Three Fiber, Real time customization, KTX2, Compute Shaders Mobile Development & Publishing iOS and Android ●●●●○ iOS, Android, Dart, Flutter, Swift, Xcode Liquid Shopify Framework ●●●●● Ecommerce, CMS, ORM, WRM DevOPS Code infrastructure ●●●●○ AWS, Google Cloud Platform, Docker, Kubernetes, Vercel Python High level language ●●●●○ Data scraping, Data visualization, Scripting, LLM Rust Low Level language ●●○●○ WASM, System buffers, Memory optimizations SQL World's most used database ●●●●● MySQL, Postgres, SQLite, Supabase, Prisma No-SQL No relational databases ●●●●○ MongoDB, MariaDB, Firebase, REDIS, DynamoDB, CouchDB Unit Testing Toolkit Code testing & resilience ●●●●○ Jest, Playwright, Cypress Git C/CD Bash SSH PNPM cURL grep cat Git toolkit of software engineering ●●●●●	
Certifications	
English C2 Certificate EF SET  https://cert.efset.org/UoB4be 2024	
Languages	
Brazilian Portuguese Native ●●●●● English C2 PROFICIENCY ●●●●○ SPANISH C2 PROFICIENCY ●●●●○	