



# DELITON MOREIRA JUNIOR

Senior Software Engineer & Technical Leader

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## PROFESSIONAL SUMMARY

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Results-driven Senior Software Engineer and Technical Leader with 6+ years of experience building scalable web applications and leading high-performing engineering teams. Proven track record at Maestro Interactive, progressing from Software Engineer to Front End Lead, architecting live streaming solutions used by major brands including Apple, Billie Eilish, Coachella, and The Grammys. Co-founder and CTO of Fully Technologies. Passionate about open source development with projects used by thousands of developers worldwide. Strong background in full-stack development, system architecture, and team leadership.

## PROFESSIONAL EXPERIENCE

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### Co-Founder & CTO at Fully Technologies

Barcelona, Spain | January 2025 - Present

- Co-founded powerbank sharing startup, leading all technical decisions and product development
- Building mobile and web applications for seamless user experience across Barcelona

### Front End Lead at Maestro Interactive

Los Angeles, USA (Remote) | September 2025 - Present

- Leading frontend engineering team, overseeing all frontend technology decisions and implementations
- Driving architectural decisions for the interactive video platform serving major entertainment brands
- Mentoring and managing software engineers, conducting code reviews, and setting technical standards
- Collaborating with product and design teams to deliver high-quality user experiences

### Senior Software Engineer at Maestro Interactive

Los Angeles, USA (Remote) | January 2023 - August 2025

- Led multiple projects implementing live streaming features for the interactive video platform
- Developed frontend and backend solutions enabling real-time audience engagement features
- Contributed to platform architecture supporting clients like Apple, Coachella, and The Grammys
- Mentored junior developers and established best practices for code quality and performance

### Software Engineer at Maestro Interactive

Los Angeles, USA (Remote) | October 2021 - December 2022

- Implemented frontend features using React and Next.js for the interactive streaming platform
- Developed backend services with Node.js and Koa for live streaming functionality
- Participated in architecture design reviews and technical documentation
- Collaborated in agile environment, delivering features for creator monetization tools

### Software Engineer at Paxico Technologies

Los Angeles, USA (Remote) | December 2020 - October 2021

- Worked on partner project for content creator monetization platform (later acquired by Maestro)
- Developed micro-service backend architecture with Node.js and Koa
- Built frontend features with React and Next.js for creator tools and analytics

### Software Development Intern at ChamalInbox Ltda.

Santa Rita do Sapucaí, Brazil | October 2020 - December 2020

- Built a platform enabling restaurants to create digital menus with QR codes during COVID-19 pandemic

- Developed full-stack features using React, Node.js, MongoDB, and AWS infrastructure
- Designed and implemented UI/UX for consumer-facing menu application

## **IoT Development Intern at Inatel Competence Center (Qualcomm Department)**

*Santa Rita do Sapucaí, Brazil | June 2019 - June 2020*

- Developed IoT projects using Python and Node.js for Qualcomm research initiatives
- Built hybrid mobile applications using React Native for device management
- Performed unit and integration testing; contributed to embedded Linux development

## **TECHNICAL SKILLS**

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**Frontend:** React, Next.js, TypeScript, JavaScript, HTML/CSS, Tailwind CSS

**Backend:** Node.js, Koa, Express, Python, Flask, Go, GraphQL, REST APIs

**Databases:** PostgreSQL, MongoDB, Redis, SQL

**DevOps & Tools:** Docker, Git, AWS, Linux, CI/CD

**Other:** React Native, Machine Learning, IoT Development, System Architecture

## **OPEN SOURCE PROJECTS**

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- **Elden Ring API** - REST/GraphQL API for Elden Ring game data, used by developers worldwide
- **IDT (Image Dataset Tool)** - CLI tool for rapidly building image datasets for machine learning
- **Zelda API** - RESTful API for The Legend of Zelda franchise data
- **Glory A\*** - Visual implementation of A\* pathfinding algorithm in React

## **EDUCATION**

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### **Bachelor of Information Systems**

Universidade Vale do Sapucaí (UNIVAS) | Pouso Alegre, Brazil | 2016 - 2020

## **CERTIFICATIONS**

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- Cisco CCNA - IT Essentials (2016)
- Introduction to Design Thinking - Inatel (2019)

## **LANGUAGES**

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**Portuguese** (Native) | **English** (Professional) | **Japanese** (Conversational) | **Spanish** (Basic)