

MARCELO MURILO DANTAS CORRÊA FILHO

Software Engineer | Full Stack & AI | Backend | Product

Sao Luis, Brazil | Remote | marcelomurilotrabalho@gmail.com | linkedin.com/in/marcelo-murilo | github.com/marcelomurilo | www.marcelomurilo.com

PROFESSIONAL SUMMARY

Software Engineer with experience in backend, full stack, automation, applied artificial intelligence, and product engineering. Builds real systems with TypeScript, Node.js, Go, Python, React, React Native, PostgreSQL, REST APIs, WebSockets, AI agents, RAG, MCP, OCR, computer vision, testing, and CI/CD. Works end to end from requirements to production: modular architecture, integrations, and continuous delivery.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, Go, SQL, C# and Java.

Backend and APIs: Node.js, Express, Go, FastAPI, REST, JSON-RPC, WebSockets, Socket.IO, JWT, webhooks and cron jobs.

Architecture: Clean Architecture, modularization, SOLID, shared contracts, handlers, services and middlewares.

AI and LLMs: OpenAI, Gemini, Claude; agents; orchestration; RAG; MCP; embeddings; prompt engineering; OCR and computer vision.

Data: PostgreSQL, MySQL/MariaDB, Supabase, SQL, pgvector and data modeling.

Frontend and mobile: React, React Native, Expo, Angular, Vite and web/PWA interfaces.

Cloud and DevOps: Docker, Google Cloud Run, GitHub Actions, CI/CD and IaC concepts.

Quality: Testing (Go, Vitest, RTL), logging, error handling, typechecking and code review.

PROFESSIONAL EXPERIENCE

Founder and Software Engineer — REJOGY

2024 - present | Remote | Sports platform, payments and applied AI

- Full stack platform with React Native, React PWA, TypeScript, Node.js, Go, PostgreSQL, REST APIs, JWT and Socket.IO.
- Requirements and journeys for matches, participants, payments, team formation and AI features.
- Orchestration with MCP and JSON-RPC: natural language -> real product actions.
- Agents and tools for searching/creating matches, participants and balanced teams.
- Modular Go backend (handlers, services, middlewares) with Clean Architecture and SOLID.
- Logging, validation, automated testing and continuous product evolution.

Freelance AI and Automation Engineer — Independent projects

2024 - present | Remote

- Automation for tasks, documents, emails and operational workflows.
- Chatbots, agents, RAG pipelines, semantic search and LLM integration.
- Prompt engineering, fallback handling, response evaluation and event-driven flows.

Backend Developer — Automation and Applied AI — Instituto Azimuth

Jan 2026 - May 2026 | Sao Luis, Brazil

- Backend services and automation with Go, Node.js, Python and SQL.
- Integrations between systems, data processing and databases.
- OCR, data extraction, facial recognition, embeddings and automated quality checks.
- Failure investigation through logs and operational flow analysis.

Software Engineering Intern — CDTI / Converge Data

Apr 2025 - Nov 2025 | Hybrid

- Features built with Angular and TypeScript; interface and component organization.
- Requirements gathering and AI-assisted internal tooling.
- Prototyping in Figma and backlog tracking in Jira.

Support Analyst, Product Focus — Maximize

Jun 2024 - Aug 2025 | Hybrid

- Bridge between clients, business rules and development.
- Requirements, flow documentation and translating problems into technical tasks.
- Backlog management, validation and delivery tracking.

SELECTED PROJECTS

MCP orchestrator and agents — REJOGY

Go, TypeScript, Node.js, PostgreSQL, MCP, JSON-RPC

- Natural language -> executable actions in the system (matches, participants, teams).
- Schemas, validation, logging and testing for safe evolution in production.

Face recognition service — biometric time tracking

Python, FastAPI, OpenCV, InsightFace

- Face detection and embeddings microservice for biometric matching.
- github.com/MarceloMurilo/face-recognition-service

projeto-rag — RAG and multi-agent

Python, FastAPI, hybrid retrieval, Claude

- RAG MVP + agent orchestrator with vector/BM25 retrieval and observability.
- github.com/MarceloMurilo/projeto-rag

Boy Arena — web engine demo

Phaser, TypeScript, Vite

- 2D survival arena prototype: waves, bosses, skills and browser export.
- github.com/MarceloMurilo/boy-arena

EDUCATION AND CERTIFICATIONS

- UNDB — Associate Degree in Systems Analysis and Development (2023-2025).
- IFMA — Bachelor's Degree in Information Systems (2023-2027).
- IFMA / Softex — Artificial Intelligence Certification (100h).
- Anthropic — Claude (Vertex AI / Bedrock); AI Agents and Model Context Protocol (MCP).
- Cisco — Introduction to Cybersecurity.

LANGUAGES

Portuguese: native. English: intermediate (technical documentation, APIs and professional communication).