

Renan Tonheiro

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<https://www.linkedin.com/in/renantonheiro/> English (fluent) · French (intermediate) · Portuguese (native)

SUMMARY

Staff-level backend/platform engineer, eleven years in games, architecting high-availability distributed systems for consumer platforms at scale — from domain modeling and service decomposition through production operation. Sole architect of a 54,000-line TypeScript backend spanning 13 workspaces and 124 database models behind a live game platform, after leading architecture for Ubisoft web projects reaching millions of players. Led the live, no-downtime removal of chain dependencies from a money-handling production system.

TECHNICAL SKILLS

- **Languages:** TypeScript, JavaScript, C#, SQL
- **Runtimes & Frameworks:** Node.js, React, Svelte, .NET Core, ASP.NET, Prisma
- **Data & Storage:** PostgreSQL, MySQL (PlanetScale), SQL Server, Redis, MongoDB, Elasticsearch
- **Cloud & Infrastructure:** Cloudflare (Workers, R2, DNS & domain management), AWS (Lambda, ECS, CloudFront, Aurora, Cognito), Docker, GitHub Actions
- **Practices:** System architecture and design of complex distributed systems, Distributed transaction management, Payment and ledger system design (Stripe), CI/CD, Type-safe data access, Automated testing (Jest/Vitest), Agile/Scrum, Technical interviewing & hiring

EXPERIENCE

Senior Backend Engineer (sole architect — backend platform)

AlwaysGeeky Games — Montreal, Canada (Remote) · June 2022 – Present

- Led the live removal of three chain dependencies — a transaction worker, The Graph client, and a rental marketplace — from a production, money-handling backend: developed, tested, and deployed in 5 days with zero outages and no maintenance window.
- Architected the platform's real-money transaction layer — the consistency model behind Stripe-backed purchases, built on AsyncLocalStorage-scoped transaction management — plus virtual-currency balances with multi-token support, across millions of transactions.
- Sole architect and developer of a 54,000-line TypeScript backend — backed by a 34,000-line test suite — spanning 13 npm workspaces and 124 database models, serving 64,000 players across users, inventory, transactions, and progression systems.
- Designed a 6-layer serverless architecture on Cloudflare Workers (6 microservices + 2 background workers) with type-safe data access (Prisma + Kysely), Redis-backed caching, 10+ third-party integrations (Cognito, Unity, Apple IAP, Google Play), and CI/CD across 6 stages.
- Built the studio's internal operations platform: a SvelteKit admin dashboard (176 routes, OAuth, 12-permission RBAC) letting designers change events, leaderboards, loot tables, and game mechanics live — no engineer, no deploy — plus a TypeScript CLI for bulk import, migration, and production repair. Token-balance changes route through a dual-authorization approval queue, so no single operator can move player balances alone.
- Codified the platform's layered architecture as machine-enforced agent rules, holding AI-assisted work in Cursor, Claude Code, and GitHub Copilot to the same workflow/business/ repository boundaries as hand-written code, under a spec-driven plan-and-review workflow.

Ubisoft — Montreal, Canada

Development Manager · September 2020 – June 2022

- Managed 3 teams totalling 11 developers (junior, intermediate, senior) while retaining Technical Lead responsibilities, leading architecture for global-scale web projects reaching millions of players.
- Owned goals, strategy, and roadmaps for customer engagement and retention across Ubisoft's main products, negotiating requirements directly with business and executive groups in Cary, NC and San Francisco.
- Established the technical interview process behind 30+ hires — developers, development managers, and a product owner — across four countries (Canada, US, France, Romania); the director routed HR's technical evaluation through it to staff teams beyond my own.
- Delivered Gameplan (video tutorials with player submissions), the Help Content Service (content aggregation feeding web and console Help Portals), and Glass (a player channel for upvoting features and reporting bugs to development teams).

Technical Lead · May 2018 – September 2020

- Conceived and built Daileon, the React framework behind nearly all of Ubisoft's marketing websites: a CLI, scaffolding, and a runtime-configuration rendering engine that let teams stand up a new game's site from configuration instead of building one from scratch. Powered every new Ubisoft site from January 2019 and was adopted by teams across the company.
- Automated deployment for single-page applications with SEO support, using serverless CloudFront/Lambda and containerized AWS ECS pipelines.

Senior Developer · May 2015 – May 2018

- Launched the Code Redeem Platform, a high-availability global service for redeeming promotional codes (games, DLCs, prizes) with a campaign-management back-office. Launched for Ubisoft's 30th-anniversary giveaway, cleared hundreds of thousands to millions of redemptions per campaign, and was repurposed as a reusable marketing platform across game sites.
- Shipped the Community Platform, a full-stack solution built in 2017 for the Assassin's Creed Origins release, bringing players together through community features at global scale.

Senior Developer

LumaPix — Brossard, Canada · May 2012 – May 2015

- Architected the Remote Storage Service (high-availability image ingestion) and the Configuration Service (multi-tenant config with inheritance and cascading updates) for a professional photography SaaS platform.

Earlier experience

Senior Analyst Developer, **Citi** — São Paulo, Brazil (2009–2012). Modernized legacy financial systems — Forex, stock options, ledger, billing — into web applications for VIP clients; won the DIFNER Global Contest 2010, twice Developer of the Month.

IT Consultant, **Sprint Nextel** — São Paulo, Brazil (2007–2009). Built backend location and billing services for carrier data solutions across Brazil, Argentina, and Mexico.

Earlier roles — Analyst Programmer, Senior Lead Developer, and Development Team Lead.

EDUCATION

Bachelor's, Database Systems — IBTA, São Paulo · Technical Diploma, IT/Data Processing — FITO, Osasco