

PABLO NORA

Senior Software Engineer · Applied AI Engineer

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PROFESSIONAL SUMMARY

Senior Software Engineer with 10+ years building and scaling high-performance full-stack systems for top US and EU companies, now focused on Applied AI Engineering (LLM orchestration, RAG, autonomous agents, MCP) on top of deep TypeScript/Node.js and distributed-systems expertise. **Proven impact at scale: lifted 100+ components and 10+ apps to 98+ Core Web Vitals for millions of users, and architected an edge-to-cloud computer-vision platform deployed across four countries.** Machine Learning Engineer background and an ongoing postgraduate specialization in Software Engineering for Applied AI.

PROFESSIONAL EXPERIENCE

Senior Software Engineer — Nov 2025 – Present

Swapcard · Full-time · Remote

- Engineer dependable platform features and robust backend APIs in heavy-duty **TypeScript / Node.js** environments using Docker, Kafka, RabbitMQ, Elasticsearch, GraphQL, MariaDB and Maxwell.
- Drive modern systems-engineering principles to guarantee high availability and clean data orchestration across distributed services for global, enterprise-grade applications.
- Applied AI:** pioneer AI enhancements for engineering workflows and integrate machine-learning models with business rules.

Senior Software Engineer — Mar 2021 – Aug 2025

NerdWallet · Indirect Contract · Remote

- Scaled and re-architected a high-throughput content platform rendering pages for **millions of users** on AWS.
- Led a frontend performance and Tech SEO push that moved **100+ components and 10+ apps** from sub-50 to 98+ Core Web Vitals scores.
- Built proofs-of-concept and iterated on modern rendering frameworks (**Next.js, Astro**), blending SSR, ISR and SSG to maximize speed and retention.
- Established deep observability with **Datadog** (dashboards, real-time incident webhooks) and mentored squads through **1,000+ code reviews**.

Lead Developer (Weekend & Free-Time Project) — Oct 2023 – Oct 2025

Plauth Studios · Self-employed · Remote

- Led all technical and organizational efforts behind Exorkízein, an upcoming PC horror game (Steam launch targeted for 2026).
- Full-stack game development: systems architecture, gameplay, UI, multiplayer and performance, plus service integration (Steam APIs, telemetry, CI/CD, cloud, Text-to-Speech).
- Recruited and led a distributed international volunteer team; defined roadmap, milestones and async communication across disciplines.

Technical Lead — Oct 2019 – Dec 2021

AiXpert · Self-employed · Manaus, Brazil · Hybrid

- Architected an edge-to-cloud transportation-intelligence platform from the ground up, turning thousands of transit buses into live, data-driven smart nodes.
- Applied AI:** designed and deployed custom computer-vision passenger-counting models running on edge cameras without compromising PII.
- Developed neural behavior analytics by syncing live camera feeds with vehicle telemetry (braking intensity, speed, real-time mechanical pressure).
- Coordinated distributed product and engineering teams across four countries; built custom-encrypted video streaming to guarantee strict data privacy.

Senior Software Engineer — May 2017 – Dec 2020

Scalable Path · Contract · Remote

- Delivered full-stack consulting and software architecture for international healthtech, research and media companies.
- Owned backend scalability strategies, custom database modeling, automated testing and technical documentation.
- Standardized cross-functional engineering flows with unified Docker environments across dev, test and production.

Junior Systems Analyst — 2015 – 2017

Datablink · Santa Rita do Sapucaí, Brazil

- Built secure Android apps (authentication, sync, real-time chat) with continuous integration; contributed to Datablink's video-based "Blinking" authentication using HTML5, Node.js and FFmpeg.
- As sole frontend engineer, led UX/UI of the management server, self-service and partner portals; implemented JNI integrations between Java services and native C++ libraries.

EDUCATION

Postgraduate Specialization in Software Engineering for Applied AI — Feb 2026 – Feb 2027

UNIPDS — 480h. RAG & AI-first architecture, autonomous agents (ReAct, Plan-and-Execute), Model Context Protocol (MCP), fine-tuning (LoRA / PEFT), MLOps & AIOps, AI governance (LGPD / GDPR).

Machine Learning Engineer Nanodegree — 2017 – 2019

Udacity — supervised, unsupervised & reinforcement learning; deep learning (LSTM), ARIMA, XGBoost.

B.Sc. in Information Systems — 2012 – 2015

FAI — Centro de Ensino Superior em Gestão, Tecnologia e Educação, Santa Rita do Sapucaí, Brazil.

SELECTED PROJECT

Brazil Electoral & Public-Spending Transparency Dashboard

- Designed and shipped an open-source, fully auditable data pipeline processing ~159M voter records and R\$174B+ in federal earmarks across all 5,571 municipalities, with every source pinned via URL + SHA-256 hash for reproducibility.
- Delivered as a static GitHub Pages site with an interactive Leaflet choropleth map, cross-referencing official TSE, IBGE, SICONFI and CGU data.

CORE SKILLS

AI / ML: LLM Orchestration, RAG, LangChain, Autonomous & Multi-Agent Systems (ReAct, Plan-and-Execute), Model Context Protocol (MCP), Prompt Engineering, Fine-tuning (LoRA / PEFT), Vector Databases, MLOps, Computer Vision

Languages & Frameworks: TypeScript, JavaScript, Node.js, Python, React, Next.js, Astro, C++ (Unreal Engine)

Data & Infrastructure: AWS, Vercel, Docker, Kafka, RabbitMQ, Elasticsearch, GraphQL, REST, gRPC, MariaDB, MongoDB, PostgreSQL, Datadog, Grafana

Practices: Distributed Systems, Scalable Architecture, Observability, CI/CD, Tech SEO, Technical Leadership, Mentoring & Code Review

ADDITIONAL INFO

Written recommendations from NerdWallet colleagues (incl. Staff & Senior Engineers) are published on [linkedin.com/in/pablonora](https://www.linkedin.com/in/pablonora).

Open to global relocation and remote opportunities.