

ILTON PINTO SEIXAS

Software Architect & Distributed Systems Engineer

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PROFESSIONAL SUMMARY

Software Architect and Distributed Systems Engineer with over 10 years of experience designing, evolving, and operating cloud-native and edge-first applications focused on low latency, horizontal scalability, resilience, and operational efficiency.

Responsible for the architectural definition and evolution of distributed platforms built for performance, reliability, and long-term operational sustainability, continuously balancing trade-offs between consistency, throughput, operational cost, and distributed complexity.

Specialized in distributed systems, microservices, event-driven architectures, edge runtimes, and WebAssembly (WASM)-based applications running across globally distributed environments to bring computation closer to end users and reduce latency at scale.

Primary expertise centered around Go, Rust, and TypeScript, building highly concurrent services, performance-oriented components, and modern applications running on Node.js, Bun, and edge platforms.

Experience with cloud-native architectures using Cloudflare Workers, Durable Objects, R2, KV, and D1, alongside infrastructure deployed on AWS and OCI, with focus on observability, fault tolerance, CI/CD, containers, and operational efficiency engineering.

My engineering approach is grounded in solid software engineering principles, with consistent application of Clean Architecture, SOLID, DDD, TDD, and secure-by-design practices, prioritizing architectural simplicity, maintainability, observability, and production reliability.

CORE EXPERTISE

Languages & Runtime Engineering

- **Go** — concurrent services, distributed APIs, and low-latency workloads
- **Rust** — performance-oriented components, concurrency, and memory safety
- **TypeScript** — modern applications running on Node.js, Bun, and edge platforms

Architecture & Systems Engineering

- Distributed systems, microservices, event-driven architectures, CQRS, and edge-first.
- WebAssembly (WASM) applied to edge runtimes and distributed workloads
- REST and GraphQL APIs focused on performance, reliability, and sustainable evolution
- Clean Architecture, DDD, SOLID, TDD, and domain-oriented design
- Observability, fault tolerance, resilience, and production operations
- Security applied from the design phase: secure-by-design, OWASP Top 10, hardening, and dependency analysis

Cloud & Infrastructure

- **Cloudflare** — Workers, Durable Objects, R2, KV, D1, CDN, WAF, and DDoS protection
- **AWS** — EC2, S3, RDS, Lambda, ECS/Fargate, and CloudWatch
- **OCI** — cost-efficient and highly available workloads
- Containers, CI/CD, Infrastructure as Code (IaC), and automated deployment strategies

Data & Performance

- **PostgreSQL, MySQL, Redis, MongoDB and D1**
- Scalable data modeling and distributed workloads
- Query optimization, caching strategies, and latency reduction

Frontend

- Complementary experience with **React, Angular, Next.js, Remix and Astro**, focusing on SSR, streaming, accessibility, and performance.

PROFESSIONAL EXPERIENCE

Software Architect & Distributed Systems Engineer 2014 – 2026

Arkana Studios — Manaus, AM - Brazil

Independent work focused on the architecture, development, and operation of distributed platforms operating in cloud-native and edge-first environments.

- Designed and evolved distributed applications using TypeScript, Go, and Rust, building REST and GraphQL APIs and modern applications focused on performance, scalability, and operational reliability.
- Implemented edge-native architectures using Cloudflare Workers, Pages, KV, D1, Queues, R2, and Durable Objects, reducing latency and operational costs for geographically distributed applications.
- Structured CI/CD pipelines with staging environments, automated deployments, and rollback strategies, accelerating delivery cycles and reducing production incidents.
- Optimized critical workloads through query restructuring and Redis-based caching strategies, reducing database load and improving response times in high-traffic applications.
- Applied defensive security practices from the architectural phase, including threat modeling, input validation, dependency review, and strategies aligned with the OWASP Top 10.
- Provisioned and operated distributed infrastructure on Cloudflare, AWS, and OCI, including observability, WAF, DDoS protection, TLS certificates, hardening, and continuous monitoring.

EDUCATION

Bachelor's Degree in Computer Science

Strong foundation in algorithms, data structures, computation theory, operating systems, networking, software engineering, and databases.

TECHNICAL INTERESTS

Technical interests and continuous deep diving into distributed systems, edge computing, WebAssembly (WASM), cloud-native infrastructure, observability, application security, and performance engineering

- **Application security:** OWASP practices, vulnerability analysis, and infrastructure hardening
- **Cloud and edge computing:** Cloudflare Workers, AWS Solutions Architecture, OCI, and multi-cloud strategies
- **Platform engineering:** DevOps, CI/CD, containerization, observability, and infrastructure as code

LANGUAGES

Portuguese — Native **English** — Technical and professional proficiency (advanced technical reading of documentation, RFCs, and articles)