

Luca Ferrari Azalim

Product Engineer | Based in Belo Horizonte, Brazil

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SUMMARY

Product Engineer with **10+ years** of experience building scalable and distributed systems across consumer and enterprise products. Currently a Senior Product Engineer at OneRail, building an invoicing platform that processes **millions of deliveries** each month with **.NET**, **Node.js**, and **React**, and leading AI-augmented engineering initiatives at Limestone Digital. Former founder and tech lead of Brazil's largest Minecraft server network, scaling to **16M** accounts and a national record of **8,115 concurrent players**. Currently pursuing a Software Engineering degree at PUC Minas.

PROFESSIONAL EXPERIENCE

Senior Product Engineer | OneRail · Indirect Contract

Jul 2025 – Present

Final-mile delivery orchestration platform based in Orlando, Florida.

Build and evolve **Freight Audit & Pay**, OneRail's invoicing and dispute management platform, which processes **millions of deliveries** each month. Design distributed services in **.NET 10** and **Node.js** with a **React** frontend over MySQL, PostgreSQL, and Snowflake, solving the scalability challenges of making millions of delivery records accessible in the application. Main maintainer of the shared **.NET** monorepo and its **CI/CD** pipelines, and part of the **two-engineer team** that pioneered AI-assisted development at OneRail. Engaged full-time through Limestone Digital.

AI Productivity Lead | Limestone Digital · Full-time

Jul 2025 – Present

Nearshore engineering company that builds engineering teams for clients in the US and Europe.

Lead **AI-augmented engineering** and productivity initiatives for **28 contractors** assigned to OneRail, Limestone Digital's largest client, alongside my full-time engagement at OneRail. Help engineers apply AI-assisted approaches to everyday development challenges, partner with the **COO** in weekly productivity reviews, and support **technical pre-sales** by presenting the company's AI-augmented engineering approach to prospective clients. Conducted technical interviews with **130+ engineers** over the past year.

Software Engineer | 90 IT · Full-time

Jun 2024 – May 2025

Company that develops management systems for civil engineering.

Developed web products and led **engineering modernization** for a team of **25+ developers**. Designed and developed the company's new **web ERP**, building its application foundation and most shared components, and delivered a full-stack platform connecting **100+ ERP clients** with construction material suppliers using **.NET 9**, **Next.js**, **TypeScript**, and **PostgreSQL**. Led adoption of a modern web stack and migrated the legacy codebase from SVN to **GitHub**, introducing **code review** standards and **CI/CD** pipelines.

Founder & Tech Lead | Rede Sky · Full-time

Jul 2015 – Sep 2022

Largest Minecraft server network in Brazil from 2015 to 2022.

Founded and led Brazil's largest Minecraft server network for **seven years**, growing it to **16M+ registered accounts**, **300K monthly active players**, and a national record of **8,115 concurrent players**. Architected scalable, fault-tolerant **Java** systems and hundreds of plugins powering many custom game modes, including a **distributed** game mode where **1,000+ players** shared a single virtual environment. Led the development team and set architecture and **CI/CD** standards across **250+ Git repositories**, while directing business operations, growth strategy, and community engagement.

Founder & Tech Lead | Mineland Network · Full-time

Jul 2014 – Aug 2015

Minecraft server network with five custom game modes.

At 14, started Mineland Network with friends, growing it to **500+ concurrent players** across **five custom game modes**. Learned **Java**, web development, and **Linux** while building, running, and promoting my first online product, and earned my first income from it.

ACADEMIC BACKGROUND

Bachelor's Degree in Software Engineering

Pontifical Catholic University of Minas Gerais

Feb 2023 – Dec 2026 (Expected)

Academic Recognitions:

- **2× Academic Excellence Award** – Given every semester to the single student with the best overall academic performance among 700+ students.
- **5× Outstanding Project Award** – Given every semester to a single team for the best project in the course. Led the winning team in every occurrence.
- **2× We Make Software** – Winning Project (2024/1), 3rd Place (2024/2)

TECHNICAL SKILLS

- **Languages:** Java (10+ yrs), TypeScript, C#, C, SQL, Bash, HTML and CSS
- **Back-end:** .NET 10, Node.js, Express.js, Spring Boot
- **Front-end:** React, Next.js, Vite, Svelte, SvelteKit, Tailwind CSS, TanStack
- **Databases:** PostgreSQL, MySQL, SQL Server, MariaDB, SQLite, Redis, Snowflake
- **Messaging & Data:** Apache Kafka, Confluent, Sequelize, Entity Framework
- **DevOps & Infra:** Docker, Linux, GitHub Actions, Cloudflare Workers
- **Observability:** OpenTelemetry, Grafana, Zabbix, Sentry
- **Others:** AI-Augmented Engineering, System Design, Software Architecture, Clean Architecture, Domain-Driven Design, Design Patterns, Git

LANGUAGES

- **Portuguese:** Native
- **English:** Advanced