# Vinicius De Antoni

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## Profile

Versatile software engineer with 20+ years of experience building robust back-end services and engaging user experiences for web, desktop, and mobile. Deep expertise in distributed systems, frontend architecture and e-commerce platforms. Passionate about AI and music.

## Experience

**Apple**  Culver City, CA
*Software Engineer (Services Engineering)*  *Aug 2020 – Present*

- Full-stack development leveraging React, TypeScript, and Java for Apple Services.
- Architecting micro-services using Protobuf, REST APIs, PostgreSQL, and Kafka.
- Managing build and test pipelines with Bazel, Kubernetes, and Spinnaker.
- Implementing robust test automation with Cypress and tooling scripts with Node.js.

**Riot Games**  Los Angeles, CA
*Software Engineer (League of Legends Client)*  *Jan 2020 – Aug 2020*

- Designed and implemented a lazy-load plugin solution, reducing bootstrap times by 50% for the 90th percentile.
- Delivered performance improvements and bug fixes using JavaScript, Ember, and Webpack.

**Blizzard Entertainment**  Irvine, CA
*Lead Software Engineer*  *Nov 2014 – Oct 2019*

- **Desktop App:** Led a team of 10+ engineers; directed a complete UI refresh and tech migration from C++/Qt to Web technologies. Built personalized content services using Java 11 and WebFlux.
- **E-commerce:** Led a team of 8; headed a major overhaul of the Blizzard Shop, migrating from Java/Freemarker to Angular. Ensured 99.9% availability.
- **Core Systems:** Designed a checkout workflow framework (Java/Spring) used across desktop, mobile, and web. Optimized distributed systems to improve performance under heavy load.

**Amazon**  Seattle, WA
*Software Development Engineer*  *Oct 2012 – Oct 2014*

- Implemented Amazon Instant Access (AIA) APIs and SDKs (Java/PHP).
- Developed the Vendor Portal backend (Java/SpringMVC) and frontend (AngularJS).
- Engineered features for Silk (Kindle Fire browser) using JavaScript/PhantomJS for image extraction.

**HP**  Porto Alegre, Brazil
*Software Designer*  *Jul 2007 – Sep 2012*

- Developed distributed solutions for ePrint Cloud Services using MongoDB, Node.js, and Java REST APIs.
- Designed embedded HTTP servers and MVC frameworks for printer firmware solutions.

## Education

**Universidade Federal do Rio Grande do Sul (UFRGS)**  Porto Alegre, Brazil
*Master of Computer Science (Artificial Intelligence)*  *2011 – 2013*

**Pontifícia Universidade Católica (PUCRS)**  Porto Alegre, Brazil
*Bachelor of Computer Science*  *2006 – 2010*