GABRIEL SIMAO

United States
Sioux Falls, SD

WEB / SOFTWARE PROGRAMMER

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EDUCATION

Bachelor Computer Science | Bachelor Game Design

Dakota State University | Madison, SD
Year : 2018 - 2022

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TECHNICAL SUMMARY

LANGUAGES

- C#
- JavaScript / TypeScript
- PHP
- SQL

BACKEND

- Node.js
- Express
- Custom MVC (PHP)
- DB2
- PostquestSQL (prisma)

FRONTEND

- React
- Next.js
- MUI
- Tailwind
- Bootstrap

INFRASTRUCTURE

- Linux
- Docker
- PM2
- Nginx
- Github / Github actions

Github   **LinkedIn**

/gssimao   in/gabriel-salles-simao

EXPERIENCE

Aug 2022 - Present

Full Stack Web Developer   JDS Industries

Fulfillment & Shipping Systems:

- Designed warehouse ranking algorithm optimizing multi-location fulfillment based on transit time, zone, and cost.
- Implemented shipment consolidation algorithm reducing split shipments and increasing post-freight margin to 40% on qualifying monthly orders.
- Integrated UPS & USPS APIs for real-time rate calculation and address validation.
- Built fallback ranking system with structured logging for API failure resilience.

API & Backend Architecture

- Co-Designed 4-tier Express API architecture (public, session-auth, token-auth, internal).
- Implemented route-level validation, centralized error mapping, and secure DB2 connection pooling.
- Developed nightly automation jobs and internal reporting systems, reducing manual Excel-based workflows and improving processing speed by 60%.

Frontend & Platform Work

- Rebuilt cart and checkout flow with improved mobile support and state handling.
- Developed internal content management platform using Next.js + React + MUI enabling dynamic block editing and product tooling.
- Implemented ISR and service-layer architecture for Next.js applications.

Infrastructure & Reliability

- Resolved production Docker log failure (140GB disk exhaustion).
- Implemented container-level log rotation strategy eliminating recurring disk exhaustion outages.
- Managed PM2 + Nginx production deployments using GitHub Actions CI/CD.

Aug 2020 - May 2022

Design Lead (Published Steam Game)

- Led a cross-functional team of 8 developers and designers to ship a full-year game project published on Steam.
- Implemented and optimized gameplay systems, improving performance and resolving logic defects prior to release.
- Translated user feedback into feature improvements and iterative design changes using Agile workflows.
- Adapted and redesigned the application for mobile platform deployment.

Aug 2020- Dec 2021

Computer Science & Game Design Tutor   Dakota State University

- Mentored students in programming, debugging, algorithms, and core data structure concepts
- Guided problem-solving approaches and optimization techniques