

# Gabriel Silva Gouvêa

Software Engineer



Rio de Janeiro, RJ



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## Professional Experience

**MOVEdot AI (YC F25) - Software Engineer**

May 2025 – Present

- **LangGraph Agent Infrastructure:** Designed and maintained the company's core multi-agent orchestration system for motorsport data analysis (Stint/Deep Analysis Agents), enabling race teams to cut lap analysis time from hours to minutes.
- **AI-Driven Dashboards:** Integrated assistant-ui and a custom canvas interface to provide real-time performance insights to clients including IndyCar teams.
- **Video & Data Pipeline:** Built a manual video synchronization tool using AWS Lambda, MediaConvert, and S3, improving data alignment across race events.

**Realms IP.TV - Software Engineer**

Jan. 2023 – Apr. 2025

- **EduxGen.AI (Award-Winning Platform):** Led the development of an AI educational material generator (backend LLM, websockets, FFmpeg and frontend UI). 2025 Bett Awards finalist for "AI for Teaching and Assessment" and "Tech & Learning Awards of Excellence 2024" Winner (Higher & Secondary Education).
- **CGS (Content Generation System):** Designed a new and improved backend for EduxGen.AI with custom agent orchestration and enhanced scalability. Worked on an in-house websockets engine.
- **Persona-Knowledge (Python RAG System):** Developed and optimized a Python RAG system (Persona-Knowledge) using Neo4j and PGVector, significantly reducing Docker image size and build time by 70%.
- **AWS & DevOps:** Integrated AWS S3 and implemented CI/CD best practices.

## Projects

**Data Acquisition Engineer - Icarus Formula SAE**

May 2020 – Jun. 2021 / Jan. 2022 - Sep. 2022

- **Telemetry system:** Developed a real-time vehicle telemetry system with C++ microcontroller routines and a C# live data visualization application.

**Power train Manager - Icarus Formula SAE**

Jun. 2021 – Dec. 2021

- Managed a team and 12 projects, implementing agile methodologies to improve delivery and productivity.

## Education

**Universidade Estácio**

Graduating in September 2027

*Bachelor's Degree in Computer Science*

**Universidade Federal do Rio de Janeiro**

Jun. 2018 – Jan. 2024 (Dropped)

*Bachelor's Degree in Electronic and Computer Engineering*

## Skills

**Programming Languages:** Proficient in JavaScript/Typescript, Python, SQL, Shell scripting, C#. Familiar with Ruby, C, C++, VHDL.

**Fluent Languages:** Portuguese and English

**Key Technologies:** Node.js, Express, Socket.io, FastAPI, Neo4j, PostgreSQL, MongoDB, FFmpeg, Docker, CI/CD, React, Redux, Material UI, i18n, Webpack, Babel, Vite, Tailwind CSS, LangChain, LangGraph, AWS.