BRUNO DE SOUZA BORGES

Software Developer & Database Specialist · Galicia, Spain

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Software developer specialised in databases. I build and ship products — from a competitive gaming platform to tools a team uses every day.

DATABASE & ENGINEERING HIGHLIGHTS

Database specialist: Data modelling, migrations and consistency under load: row locking for the virtual economy and the match queue, Redis for queues, rankings and live state.

140	95	370+	2,500+	113	7
tables & models in production	migrations	indexes & constraints	commits of mine	monthly active players	services working together

PROJECTS & PRODUCTION SYSTEMS

BrasilMIX · edobrasil.eu

`Python · FastAPI · MySQL · Redis · React · TypeScript · Go · C# · Discord SDK`

Competitive CS2 platform for the Brazilian community in Europe, built with a small team.

- Own game-server orchestrator
- Anti-cheat
- Automatic highlights
- Discord Activity, web app and bot
- Virtual currency economy

Operations app for telecom field teams · webapp.bewnans.com

`TypeScript · React · Node · Prisma · SQLite · Playwright · Docker`

Brings work orders, materials and evidence into one place and automates the technicians' administrative work.

- Work orders, materials and evidence in one app
- Used every day by the team
- Administrative work automated

CASE STUDIES

- **Connection pool exhausted:** Both leaks left the hot path, and "one connection per request, released before slow I/O" became a written backend rule.
- **Ranking counted twice:** 50 matches reprocessed: 45 applied, 5 skipped (no winner), 0 failures. Every player's rating checked against 2000 + sum of deltas. The rebuild also exposed a calibration ceiling that was never applied, fixed in the same pass.
- **89% CPU with no real load:** CPU from 60–89% to 19–39%; /health p50 from 55 to 2 ms and p90 from 129 to 14 ms; requests per client during the draft from 2.26 to 1.19 per second.

BRASILMIX ARCHITECTURE & OWNERSHIP

Web backend `PYTHON · CO-BUILT` — Discord login, queue and draft, rankings, virtual currency economy and the admin API. Main contributor.

Discord bot — where it started `PYTHON · MINE` — Began as MixBot, my standalone bot (528 of its 555 commits are mine): voice-channel queue, ELO, matches via RCON + MatchZy, smurf detection. Today /mix opens the whole platform.

Match plugins `C# · MINE` — MatchGuardian and a customised MatchZy: match rules, pauses and live events sent to the backend.

Automatic highlights `PYTHON · MINE` — Reads the match demo, finds multi-kills, clutches and aces, records them through OBS and encodes the clips.

Discord Activity, site & admin console `TYPESCRIPT · CO-BUILT` — The app players use inside Discord: queue, profile, skins, tournaments — plus the public site and the admin console.

Game-server orchestrator `GO · CONTRIBUTED` — Decides where each match runs and starts CS2 servers on demand across VPSs.

MixAC anti-cheat `GO · C# · MINE` — Client on the player's PC, plugin on the server and an API that ties both to the match.

TECHNICAL STACK

Frontend: React, TypeScript, Vite, Tailwind CSS

Backend: Python, FastAPI, Node, Go, C# / .NET

Databases: MySQL, SQLite, Redis, SQLAlchemy, Alembic, Prisma

Infra & automation: Docker, Own VPS, Playwright, Discord SDK, ffmpeg

EDUCATION & ROLES

Partner & Software Developer — Bewnans (bewnans.com)

Degree in Programming (in progress)