

ADRIANO COELHO LEÃO FILHO

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PROFESSIONAL SUMMARY

Software engineer with a track record of building products end-to-end, from architecture decisions to launch. Works well in low-structure environments where someone needs to own the technical direction, not just execute tasks. Experienced across startups, research institutions, and government projects.

EXPERIENCE

Co-Founder & CTO

Como Votam · Nonprofit | Aug 2025 – Present

Co-founded a nonprofit civic-tech project that makes public legislative data easy to visualize and analyze, without requiring technical knowledge. Led both engineering and marketing, combining technical and management roles.

- Built an automated data-collection pipeline from public sources (Brazilian Senate and Chamber of Deputies APIs), under an extremely limited nonprofit budget.
- Solved a critical storage bottleneck with a hybrid cloud migration, achieving a 10x increase in relational database capacity without significant added cost.
- Defined the product roadmap, prioritized features, and drove launch strategy, keeping a strictly technical, nonpartisan tone ahead of Brazil's 2026 national elections.

Software Engineer

MusicPlayce · Full-time | Aug 2025 – Present | Goiânia, Brazil

Joined as a core engineer and grew into the technical reference for the team, working across backend APIs, mobile, and integrations, contributing to architecture decisions, and collaborating directly with product and design.

- Took ownership of MusicPlayce Hub, a new B2C product for artists and music producers: defined the technical roadmap, architected the NestJS backend from scratch, and led the engineering team.
- Took the product from zero to a functional state with real users.

Stack: NestJS · Node.js · Dart · Go · Firebase · Microservices

Software Engineer & Co-architect

Tribunal Regional Eleitoral de Goiás (TRE-GO) · Contract | Aug 2024 – Jul 2026 | Remote

Co-architected GualA, an award-winning multimodal AI system built to detect electoral disinformation, analyzing text, images, video, and audio in under 4 seconds.

- Designed and implemented Python and NestJS services, integrated multiple databases, and coordinated across different technical fronts.
- Won 1st place at the CNJ Innovation Prize in 2025; the system has since been adopted.

Stack: Python · NestJS · Multimodal AI · PostgreSQL

Software Engineer

Tribunal de Contas dos Municípios de Goiás (TCM-GO) · Contract | Oct 2024 – Jun 2026 | Remote

Built AI-powered solutions for a public accountability institution in partnership with CEIA/UFG, working across frontend, backend, architecture, machine learning, and data science depending on project demands.

- Shipped ChatDoc, an AI tool that lets staff run advanced semantic searches across the tribunal's decisions, rulings, and internal regulations using natural language.
- Presented ChatDoc at AI.Brasil Experience and explored it with GAIA, Google DeepMind's Brazilian Portuguese language model.

Stack: Python · NestJS · Machine Learning · NLP · Full Stack

Backend & DevOps Consultant

DMHealth · Contract | Jun 2025 – Oct 2025 | Remote

Technical consultant for an AI API project developed in partnership with CEIA.

- Evaluated architecture decisions, established DevOps practices, and provided hands-on guidance, focused on enabling the team to make better engineering decisions rather than on direct implementation.

Software Engineer · Backend & Systems

CEIA & AKCIT · Part-time | Apr 2024 – Oct 2025 | Goiânia, Brazil · Hybrid

Built a virtual replica of UFG as an immersive metaverse supporting dozens of simultaneous users with real-time audio, video, and spatial interaction.

- Designed the backend architecture, including WebSocket and RESTful APIs, server-side rendering of the virtual world, authentication, and role-based access control.
- Integrated 3D scanners and printers into the virtual environment via Unity and WebXR.

Stack: Go · WebSockets · Unity · WebXR · SSR

Software Engineer

A+ Platform · Part-time | May 2024 – Jul 2025 | Goiânia, Brazil · Hybrid

Helped build and scale an educational platform used in public schools across Brazil, including a pilot with 339 students validated by the Banco Central.

- Contributed to architecture decisions and feature development across the stack, focused on step-by-step logical reasoning tools and real-time classroom supervision.

Stack: NestJS · PostgreSQL · React

Data Scientist · Intern

Grupo GSA Alimentos | Mar 2023 – Mar 2024 | Aparecida de Goiânia, Brazil

Applied machine learning and data analysis to optimize production processes in a food manufacturing plant, reducing operational losses from 10% to 4%.

Stack: Python · Machine Learning · Data Analysis

Freelance Software Engineer

Self-employed | Jan 2022 – Mar 2023 | Goiânia, Brazil

Delivered full-stack solutions end-to-end for clients. Built and maintained backend APIs and services in Go with Clean Architecture, fully containerized with Docker, and supported a Next.js frontend.

Stack: Go · Gin · PostgreSQL · Docker · Next.js

EDUCATION

Bachelor's Degree in Computer Science

Universidade Federal de Goiás (UFG) | Goiânia, Brazil

TECHNICAL SKILLS

Languages: Go, Rust, Python, JavaScript/TypeScript, Dart, C

Backend: NestJS, Node.js, REST APIs, WebSockets, Microservices, Clean Architecture

Frontend & Mobile: React, Next.js, Flutter, WebXR, Unity

Data & AI: Machine Learning, NLP, Multimodal AI, Data Analysis, scikit-learn, pandas

Infrastructure: Docker, PostgreSQL, Firebase, DevOps, Cloud Architecture

Systems: System Design, Architecture, Compiler Design, Game Engine Development

NOTABLE PROJECTS & AWARDS

- GualA — 1st place, CNJ Innovation Prize 2025. Multimodal AI for electoral disinformation detection (TRE-GO / UFG), now adopted.
- ChatDoc — AI semantic search tool for public tribunal decisions, presented at AI.Brasil Experience, integrated with Google DeepMind's GAIA model.
- MusicPlayce Hub — B2C product for artists built from scratch: full architecture ownership, roadmap, and technical leadership.
- Talking Hands — Real-time Brazilian Sign Language (LIBRAS) recognition system.
- C Compiler — Implemented based on 'Writing a C Compiler' by Nora Sandler.
- Starman — Multi-platform 2D/3D game engine with Rust-based scripting.
- MercuryDB — Open-source relational database engine in Rust.