

ANDRÉ AUGUSTO MIRANDA DA SILVA

Staff Software Engineer — Rust · Distributed Systems · Performance Engineering

Brazil (Remote) · andre@dasilva.llc · [LinkedIn](#) · github.com/ndr-ds

SUMMARY

Staff-level backend engineer with 10+ years building large-scale distributed systems, including 9 years at Meta. Focused on Rust systems engineering, performance optimization, and developer efficiency. Drives cross-team technical direction and improves engineering velocity at scale.

CORE SKILLS

PRIMARY FOCUS	Rust · Distributed systems · Performance engineering · Async concurrency · Linux
OBSERVABILITY	Profiling (eBPF/flamegraphs) · Distributed tracing · Grafana/Prometheus
PLATFORM	Kubernetes · Docker · CI/CD · Release safety
DATA	ScyllaDB · RocksDB
SECONDARY	C++ · Python

EXPERIENCE

Staff Software Engineer — Linera

2023 – Present

- Delivered multiple double-digit percentage improvements across latency, CPU usage, and throughput via deep profiling and bottleneck analysis.
- Designed and implemented a benchmarking system to stress multi-chain execution and validate scalability end-to-end.
- Built and standardized the performance and observability stack: profiling, distributed tracing, dashboards, and benchmarks.
- Identified correctness and performance bugs across protocol and platform teams; investigated async scheduling, contention, networking, and memory-allocation bottlenecks to improve reliability and scalability.

Senior Software Engineer — Meta Platforms

2013 – 2022

- Founding engineer on the Developer Efficiency initiative; initiative expanded into a ~200-engineer organization.
- Redesigned canary and internal release tooling, improving release safety and developer velocity for systems serving billions of users.
- Debugged and mitigated revenue-critical incidents in production systems at scale.
- 9-year tenure across Integrity, Ads Infrastructure, and Developer Efficiency.

EDUCATION

B.S. Computer Science

Universidade Federal de Goiás

Leading with Finance

Harvard Business School Online