

Nathan Magalhães

SENIOR SOFTWARE ENGINEER — BACKEND & PAYMENTS

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PROFESSIONAL SUMMARY

Software engineer with 8+ years building production systems, specialised in payments infrastructure. At Mundpay I build and maintain payment services processing over US\$10M per month across global markets, covering card and PIX transactions, payouts, balances, reconciliation and multi-currency flows across multiple PSPs. I was also founding engineer and CTO of LatamPago, a cross-border payment gateway built from zero in PHP/Laravel that reached roughly US\$1M per month across 10+ LATAM markets. My background further spans e-commerce backends, third-party integrations and realtime interactive software. I own changes end to end: architecture, API design, data model, asynchronous processing, deployment and production debugging.

TECHNICAL SKILLS

Languages — PHP, JavaScript, C#, Python, SQL

Backend — Laravel, Node.js, Strapi, REST APIs, webhooks, queues and background jobs (Laravel Horizon), asynchronous processing, retries, idempotency

Data — PostgreSQL, MySQL, Redis, relational data modeling, SQL analysis

Payments — Payment orchestration, card transactions, PIX, LATAM local payment methods, cross-border payments, deposits, payouts, balances, refunds, chargebacks, transaction lifecycle, multi-currency and FX, settlement, reconciliation, PSP and acquirer integration

Infrastructure — Docker, Linux, Nginx, Git, structured logging, trace identifiers, production observability

Additional — Unity, C#, realtime and AR/VR application development

PROFESSIONAL EXPERIENCE

Mundpay — Senior Software Engineer, Backend & Payments

2023 – Present · Contract · Remote

- Develop and maintain production payment services processing over US\$10M per month across global markets, built in PHP/Laravel with PostgreSQL, Redis and asynchronous job processing (Laravel Horizon).
- Design and evolve transaction flows covering card payments, PIX, deposits, payouts, balances, refunds and chargebacks across the full transaction lifecycle.
- Build and maintain integrations with multiple international payment providers, acquirers and financial APIs.
- Implement REST APIs, webhook handlers, queues, retry policies and idempotent processing so transaction state stays consistent under provider failures and duplicate deliveries.
- Support global and multi-currency payment flows, including USD and LATAM-specific payment methods, and reconciliation between internal records and provider reports.
- Diagnose production incidents through structured logs, trace identifiers and direct SQL analysis, and ship the corresponding fixes.
- Contribute to architecture decisions and code review while remaining hands-on with implementation.

LatamPago — Founding Engineer & CTO

2025 – 2026 · Founder · Remote

- Founded and built the technology for a LATAM cross-border payment gateway from zero, processing approximately US\$1M per month across 10+ active countries.
- Designed and implemented the platform in PHP/Laravel, owning architecture, relational data model, REST APIs, asynchronous processing and infrastructure.
- Integrated payment providers and acquirers end to end: provider APIs, authentication, transaction status mapping, webhooks, retries and failure handling.
- Implemented PIX and LATAM local payment methods, including wallets such as Nequi and country-specific methods across Mexico, Peru, Chile and other markets.
- Built multi-currency and cross-border flows covering currency conversion, settlement and international payouts.
- Led a team of 3 engineers while remaining hands-on with implementation, code review and production debugging.

- Led backend engineering for an international e-commerce and fulfillment operation while remaining directly responsible for implementation.
- Built and maintained backend services with Node.js, Strapi v5 and MySQL, exposing REST APIs consumed by internal tools and partner platforms.
- Designed and maintained integrations with commerce, checkout and fulfillment platforms including Shopify, CartPanda, ShipStation, PerfectPay, BuyGoods and Digistore24.
- Developed order-processing and fulfillment workflows handling 300+ orders per day, encoding business rules for international shipping.
- Operated production services on Docker, Linux and Nginx, including deployment, monitoring and incident response.

Be Interactive — Software Engineer / Technical Lead

2019 – Present · Project-based · Remote

- Developed backend, full-stack and realtime software supporting interactive applications and large-scale digital experiences.
- Built REST APIs, dashboards, content-management backends and device integrations for systems deployed in live production environments.
- Delivered 20+ commercial software projects reaching thousands of users, for clients including Coca-Cola, Shell, Flamengo and Zeiss, from architecture through on-site delivery under fixed event deadlines.

SELECTED ENGINEERING WORK

Passaporte Digital — Digital tourism passport platform

Designed and built a whitelabel platform with a multi-tenant-capable architecture: relational data model, authentication, business rules for check-ins, points and rewards, and REST APIs serving a mobile client with augmented-reality features. Undergraduate thesis project, UFRJ.

Flamengo — Orlando Interactive Experiences (2025)

Built the backend and integration layer for a set of augmented-reality applications, connecting mobile clients, large-format external displays and supporting operational systems.

Coca-Cola — Maracanã+ (2023)

Delivered an augmented-reality interactive experience for the Maracanã+ venue, integrating realtime software with a branded physical installation.

EDUCATION

B.Sc. in Computer Science — Federal University of Rio de Janeiro (UFRJ)

2019 – 2026

Technical Degree, Game Programming — Colégio Estadual José Leite Lopes (NAVE)

2017

LANGUAGES

Portuguese — Native · English — Professional Working Proficiency