

Miguel Minotti

Product Engineer | Applied AI & Full Stack Engineering

Brazil (UTC-3) | Remote | Native Portuguese, professional English | miguelminotti.mm@gmail.com

LinkedIn | Portfolio | github.com/miguelminotti | Work presentation in English

SUMMARY

I connect user research, full stack engineering and applied AI to build products used in daily operations. At Retenlins, I lead sales-workflow modernization with C#/.NET, React/Next.js, Python and PostgreSQL, from discovery to delivery and adoption monitoring. I also co-founded Youth Gaming, combining C# engineering, art direction and production through Sophie's Steam release.

PROFESSIONAL EXPERIENCE

Retenlins, Product Engineer

Apr 2026 - Present

Brazilian industrial manufacturer | Operational software and AI

- Led seller interviews, prioritized the CRM roadmap and brought task management forward to the week after launch. Designed contact/company views and a calendar for users with limited technical familiarity.
- Built ASP.NET Core/.NET 10 APIs with Dapper, PostgreSQL, JWT, access scopes and audit logging; integrated React/Next.js and TypeScript interfaces through OpenAPI contracts.
- Connected IARA to WhatsApp and CRM APIs using Python/FastAPI and LangGraph, with tool calling, validation, retry idempotency and human confirmation before saving visit reports.
- Implemented pgvector RAG, LangSmith tracing and cost/latency telemetry. Monitored production regressions and rolled back a model change while investigating degraded behavior.
- Migrated an Excel/VBA pricing engine to C# and checked results against the workbook on a real case. Updated parameters with operations and enabled domestic/imported cost comparison and structured printing.
- Defined company identity through CNPJ (Brazilian company tax ID), with PostgreSQL uniqueness and normalized searches for gradual SQL Server ERP integration, preserving CRM-owned fields during synchronization.
- Lead code review, architecture decisions and delivery with staging, Docker/Nginx and GitHub Actions; monitor adoption through core work actions and investigate production failures.

Youth Gaming, Co-founder / C# Engineering & Art Direction

2020 - 2026

Independent studio | Remote team and international partners

- Coordinated programming and integration of Sophie: Starlight Whispers, released on Steam in March 2026. Built a ScriptableObject event interpreter used by the level designer for every side quest.
- Created and led a crowdfunding campaign raising approximately BRL 24,000 and the ProAC application that secured a BRL 300,000 production grant.
- Established working branches and code review, isolating prefabs to reduce scene conflicts. Led publisher pitches, meetings and negotiation in English, connecting engineering and art direction.

SKILLS

Engineering: C#, ASP.NET Core/.NET, React, Next.js, TypeScript, Python, FastAPI, REST, OpenAPI, Dapper.

Applied AI: LangGraph, LangSmith, Claude API, RAG, pgvector, tool calling, LLM evaluation, human-in-the-loop.

Data & quality: PostgreSQL, SQL Server, domain modeling, xUnit, pytest, Testcontainers, audit logging.

Delivery & product: Docker, Nginx, GitHub Actions, CI/CD, Railway, Vercel, user research, prioritization, code review.

EDUCATION

Physics, University of São Paulo (USP), São Carlos campus

Undergraduate studies paused. Self-directed learning in programming, design and English.