Igor Beduin

Front-end engineer, Brasília

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Front-end engineer shipping to production since 2021 at payments, health and contract-management companies. Mechatronics Engineering degree from the University of Brasília. Also builds custom websites, fast and accessible, for artists, studios and cultural projects.

Experience

netLex, Software Engineer
2025 to now. Contract management platform. Remote.

- Front-end and back-end features, and refactoring Angular components to the modern reactive approach.
- Rendering performance guided by Angular's lifecycle.
- Technical decision records, architecture reviews and feasibility of new interface designs.

Stone, Frontend Engineer
2022 to 2025. Treasury team at one of Brazil's largest payment companies. Remote.

- Pixel-perfect pages from Figma, and technical sign-off on the design team's prototypes.
- Refactored a form of more than 30 interdependent fields: validation and rendering 30% faster, and a new field went from 1-2 weeks to 1-2 days.
- Built and maintained an in-house Web Components library whose parts talk through an event bus.
- Tests with Jest, React Testing Library and Cypress, and CI/CD pipeline improvements.

Core Consulting, Intern, then developer and front-end lead
2021 to 2022. White-label health portal.

- Time to deliver a new client portal dropped from 3 months to 1 week.
- Adapted the whole front-end to the Brazilian Federal Government design system (Gov.BR) in 2 months.
- Maintained and published a React Native app on the App Store and Google Play, and mentored new interns.

Recent projects

gabi.archive, 2026
Digital portfolio of graphic designer Gabi. Astro rendered at the edge (Cloudflare Workers), media on R2, GSAP, admin panel behind Cloudflare Access.

Education

Mechatronics Engineering, University of Brasília, 2014 to 2021

Research and academic projects

- **UnBall, robot soccer** (2017 to 2019). Computer vision system that read the position, speed and heading of robots on the field, tied to strategy, control and communication in a 30 frames-per-second loop.
- **Brno University of Technology** (2019 to 2020). Research in the Czech Republic: a siamese neural network that recognizes people from thermal images without retraining.
- **Final thesis** (2019 to 2021). Deep learning to detect COVID-19 in chest X-rays, with results comparable to the state of the art at the time.
- **A game engine in C++** (2019). From physics to asset loading, including the main loop architecture.

Skills

- TypeScript and JavaScript, HTML, CSS
- Angular, React, Astro, Web Components
- Cloudflare Workers, Durable Objects, D1, R2
- Testing with Vitest, Jest, Testing Library, Cypress and Playwright
- Web accessibility and performance (Lighthouse, Core Web Vitals)
- PHP, Python and C++

Languages

- Portuguese (native)
- English, advanced (TOEFL 101)
- Spanish and French, basic