

# LUCAS ABRITTA

## ENGINEERING MANAGER

+34 604 809 476

<https://www.linkedin.com/in/lucas-abritta>

lucasabritta@gmail.com

Spain

---

## Education

**Universidade Federal de Itajubá /**  
Itabira, Brazil • 12/2025

**Bachelor's degree:** Computer  
Engineering

**Universidad de Salamanca /**  
Salamanca, Spain • 06/2023

**Exchange:** Computer Engineering

**Centro Federal de Educação  
Tecnológica de Minas Gerais /**  
Leopoldina, Brazil • 12/2009

**Technical:** Informatics

---

## Certifications

Agile Tester (CTFL-AT)

Certified Tester Foundation Level  
(CTFL)

---

## Personal projects

**Developed an android game using  
100% AI**

[https://play.google.com  
/store/apps/details?id=  
com.echoes.missingcat](https://play.google.com/store/apps/details?id=com.echoes.missingcat)

## Professional Summary

Engineering Manager with experience in rapid startup growth.

- Played a key role in growing a Startup from Seed to Series A and B, contributing to its ~\$200 M valuation while leading engineering quality and platform excellence.
- Hands-on background in software development and automation, with expertise in cloud infrastructure, CI/CD, observability and performance.
- Leading recruiting, onboarding, and performance development through structured 360° feedback cycles; Fostering a culture of ownership, technical excellence, and cross-team collaboration.
- Tech stack: TypeScript, Angular, MongoDB, SQL, AWS, Java, LLMs, Node.js, React, Cypress, C#, GitHub Actions, Datadog, Python, Postgres, Playwright.

---

## Work History

### Togal.AI / Tech Lead Manager

Miami, USA (Remote) • 01/2026 - present

Leading the engineering team responsible for making the company enterprise-ready, focusing on scalability, reliability, and delivery speed.

Key achievements:

- Established clear ownership and processes across teams, improving delivery predictability and reducing cycle time.
- Improved system observability and incident response, reducing downtime and increasing reliability.
- Increasing automated testing by 60% and wiring it into the CI to achieve no-incidents deployments

### PowerUs / Engineering Manager

Berlin, Germany (Remote) • 01/2024 - 12/2025

I joined the company during its early startup phase and, over more than four years, contributed to its growth to a valuation exceeding \$200M as Engineering Manager. Throughout its progression from Seed to Series A and B, positioning it as a potential unicorn, I was primarily responsible for software development and platform excellence.

Key achievements:

- Recruited and structured the B2B product team from scratch, developing strong technical leadership and cross-team collaboration.
- Actively participated in the company's hiring process and 360° feedback cycles, helping shape engineering culture and performance development.
- Introduced consistent monitoring, alerting, and incident management practices, raising service reliability and developer confidence.
- Led the ATS integration, increasing enterprise close rates by about 30 percent and reducing churn by about 20 percent

### PowerUs / Senior Software Engineer

Berlin, Germany (Remote) • 01/2022 - 12/2023 • 2 yrs

As one of the first Engineers in the company, I worked closely with product management to shape and ship customer-facing features while ensuring high engineering and quality standards by shaping testable architectures, driving automation, and observability improvements; I was responsible for various parts of the product, such as: core job search experience, application experience, job matching and active sourcing tool for recruiters.

Key achievements:

- Developed a new product for active sourcing & further iterated to achieve a 5x improvement in KPI response rate after the successful launch – this now contributes ~10% to the total company revenue.
- Introduced & optimised an application funnel, boosting application success rates by more than 30% while at the same time improving the quality of the application by collecting more detailed information from each applicant.
- Led the migration of our entire platform from DigitalOcean to AWS, introducing Kubernetes to standardize deployments and improve scalability, reliability, and cost efficiency.
- Adding and improving the log system to improve debuggability and observability.
- Transitioned from DroneCI to GitHub Actions and implemented full continuous deployment – increasing deployment frequency from ~10 releases per month to over 200.

### **Natixis / Senior Software Engineer**

Porto, Portugal (Remote) • 11/2019 - 12/2021 • 2 yrs 2 mos

Delivered new, high-performance features for a trading front-office application

Key achievements:

- Optimized SQL queries and refactored critical code paths, improving the general response in ~40%.
- Designed and implemented a front-end automation framework from scratch using Appium, enabling automated testing for Windows desktop applications.
- Automated 80%+ of core test scenarios, drastically reducing manual testing time and increasing release stability and confidence.

### **Inatel / Software Engineer**

Santa Rita do Sapucaí, Brazil • 04/2017 - 10/2019 • 2 yr 7 mos

Worked on Ericsson's BSS/OSS project.

Key achievements:

- Led a 6-person team developing new features, ensured integration between teams, provided technical guidance, and resolved customer issues while still hands on.
- Acted as system expert on-site in Rome (4 weeks), Karlskrona (5 weeks), and Kiev (4 weeks) to track, troubleshoot, and fix integration problems.
- Responsible for creating and maintaining front-end tests using Selenium/protractor with cucumber.
- Create and automate back-end tests with the built-in framework based on Karate.

### **Tallent Interactive Games / Software Engineer**

Juiz de Fora, Brazil • 01/2016 - 03/2017 • 1 yr 4 mos

Full-stack development of web applications using HTML, CSS, PHP, JavaScript, and Ajax, mobile apps with Xamarin (C#), games with Unity (C#), and databases in MySQL.