Contact

+12363358100 (Mobile)
guilherme_salim@hotmail.com

www.linkedin.com/in/
guilhermesalim (LinkedIn)
github.com/guisalim (Portfolio)

Top Skills

React.js
Typescript
Software Engineering

Languages

English (Full Professional)
Spanish (Elementary)
Portuguese (Native or Bilingual)

Certifications

Kubernetes for the Absolute
Beginners - Hands-on
Communicating with Empaty
Developing Leadership Presence
Learning Kubernetes
Product Management: Building a
Product Roadmap

Guilherme Salim

Software Engineer @ Electronic Arts (EA) | MSc in Software
Engineering
Vancouver, British Columbia, Canada

Summary

With an MSc. degree in Software Engineering and 10 years
of experience in developing software solutions, I am a Senior
Software Engineer at EA (Electronic Arts), the global leader in digital
interactive entertainment.

In my current role, I design, architect, and develop new features
that empower users as well as support maintaining existing tools
and improving the team's Development Experience (DX). I am
passionate about building products that are both meaningful for
users and profitable for businesses, and I bring a unique combination
of technical expertise and business acumen to the table. I work
collaboratively with stakeholders to identify pain points, prioritize
features, and develop a roadmap that delivers value at every step.

Whether I'm leading a project or working as part of a team, my
focus is always on building products that drive impact and achieve
results. I thrive in dynamic environments where I can apply my skills
in Software Engineering and Architecture to deliver products that
meet high standards of quality and performance. I am constantly
learning and growing, seeking out new challenges and opportunities
to expand my skill set and knowledge.

———

Experience

Electronic Arts (EA)
Full Stack Engineer
November 2023 - Present (9 months)
Vancouver, British Columbia, Canada

As a Full Stack Engineer, I aim to develop web applications, prioritizing
exceptional user experience and developer efficiency. My role encompasses
the end-to-end development process, from client-side interfaces to backend
systems, databases, and infrastructure. Key responsibilities include:

• Development and Maintenance: Spearheaded the creation and maintenance of web applications, ensuring seamless functionality and optimal performance across all layers of the stack.

• Automated Testing: Pioneering the implementation of a comprehensive end-to-end testing suite, validating applications, APIs, and integrations. This initiative significantly enhances product reliability and quality.

• Design System Development: Architecting a robust design-system library that centralizes UI components, promoting consistency and efficiency across projects. This library has been adopted by multiple teams, showcasing its broad impact and effectiveness.

• Collaborative Approach: Collaborating closely with designers and engineers to implement best practices and foster innovation. My emphasis on teamwork and knowledge sharing contributes to a cohesive and productive work environment.

Unity
1 year 1 month

Senior Software Engineer
March 2023 - June 2023 (4 months)
Canada

Unity is the world's leading platform for creating and operating interactive, real-time 3D (RT3D) content.

As a Senior Software Engineer at Unity Build Automation (UBA), my role involves designing, architecting, and developing new features that enable users to automate builds, catch problems earlier, and iterate on their projects more efficiently.

Some of my achievements in this role include:

• Released build support for Unity WebGL Custom Templates, enabling users to streamline the process of creating multi-platform builds in the cloud, reducing build time by 20%. Received 37 positive feedbacks from customers/ studios in our forum.

• Developed build support for Dedicated Server Desktop sub-targets, reducing build time by 20% and receiving positive feedback from customers/studios. Overall, 70 positive feedbacks were received, improving user satisfaction by 30%.

• Provided direct support to multiple client-facing feature requests and support requests, fixing around 13 bugs reported by customers, resulting in a 3% increase in customer satisfaction over 3 months.

With my expertise in TypeScript, Node.js, Docker, MongoDB, NoSQL, C#, and Unity, I've significantly contributed to the UBA team. Whether I'm designing scalable solutions, enhancing monitoring capabilities, or providing support to customers, I bring my passion for software engineering and commitment to excellence to every project. I'm proud to be a part of the UBA team and excited to continue making a difference in the world of software engineering.

Senior Software Engineer
June 2022 - March 2023 (10 months)
Canada

Among all Unity's products, Metacast is the platform that uses volumetric capture technology to create 3D renderings that allow viewers to control viewing angles while pausing, rewinding and interacting with the action.

As a Sr. Software Engineer, I was responsible for researching, designing, architecting, and developing reliable, scalable, and efficient solutions that are part of the Metacast product, with a focus on performance, scalability, quality, and user experience. Additionally, I assist in the discovery, planning, and evaluation of new features for the product.

Some of my notable achievements and projects include:
• Built an agnostic architecture to support multiple databases (MongoDB, DynamoDB, PostgreSQL), CDNs (CloudFront and Akamai), and data storage (Amazon S3 and MinIO) for all existing API services. This architecture allowed the team to build product-driven solutions that can be used with multiple resources.
• Successfully migrated API services from JavaScript to TypeScript, which significantly reduced the number of bugs reported and supported an increase in the project's testing coverage.
• Redesigned the product's web application user interface to align with Unity's design system, resulting in a better user experience within our ecosystem and reducing development maintenance time by around 60% in 3 months.
• Designed and developed an API versioning strategy, which enabled the team to continuously develop new features with almost no impact on our service users by supporting up to 3 different versions.

These achievements demonstrate my ability to effectively design and develop software solutions while prioritizing the user experience and maintaining scalability and reliability.

TradeRev
Senior Software Engineer
September 2021 - July 2022 (11 months)
Vancouver, British Columbia, Canada

TradeRev, an OpenLane Global company, is a vehicle appraisal and auctioning company that has changed the way cars are sold in North America and Europe.

As a Software Engineer, I was responsible for ensuring the product and architecture quality, support of legacy features, and development of new ones, always ensuring alignment between teams and stakeholders from planning to post-delivery.

Among my technical responsibilities, I use technologies such as Node.js, Kotlin, Angular.js, React.js, Java, Cypress, Swagger, Github, and Azure DevOps to perform tasks such as:
• Led the migration of a legacy Angular.js application to a new React application, which supported Kar Global's digital transformation and improved application performance in user interaction by 12%.
• Designed and architected new APIs microservices, ensuring code quality, performance, and cross-application stability, which improved our API response by 16%.
• Led feature development with product and design teams, delivering 10+ new features that improved user engagement by 7%.

Connected Interactive
3 years 6 months

Senior Software Engineer
November 2020 - October 2021 (1 year)
Remote

Connected Interactive is a Marketing Technology company focused on quality performance through Data and Analytics.

As a Software Engineering consultant at the company, I was able to continue my previous goals and responsibilities with a higher focus on knowledge sharing and quick business value returns to the company.

Some achievements during this period include:
• Architect and developed the company's customer-facing API using micro-services using Swagger/OpenAPI, TypeScript and PHP;

• Led major feature development along with the executive team;
• Mentored junior team members helping them to improve their technical skills mostly focusing on R&D, product quality and performance, and user experience.

Senior Software Engineer
May 2018 - October 2020 (2 years 6 months)
Remote

As a Senior Software Engineer, my focus was to ensure user experience aligned with technical performance and business values through architecting new products, developing and maintaining new features on our services, and, re-engineering legacy applications to use new technologies.

Among many of my achievements at the company, my most impacting ones were:
• Led and developed in 3 weeks the research, prototyping, design, and delivery of a continuous migration process for a legacy Angular.JS monolith application to a new React architecture by using the "micro front-end" architecture.
• Architect and developed the 1st profitable version of datadesk.io in less than 6 months.

Wildlife Studios
Senior Game Engineer
November 2020 - September 2021 (11 months)
São Paulo, Brazil

Wildlife Studios is one of the largest mobile gaming companies in the world with more than 60 games for Android and iOS and more than 2Bi downloads.

As a Software Engineer, I was responsible for developing and improving Zooba's Metagame and Performance while interacting with other teams (business, product, design, etc) using technologies such as Unity, C#, Swift, Golang, Postgres, GitlabCI, and Kubernetes.

The projects that I worked on aimed to ensure a better user experience and support a near Live-Ops delivery state:
• Mentored team engineers on their business and product-related skills such as R&D and prototyping, user experience, product engineering (requirements, metrics, visibility, etc.), and product quality, which resulted in features more stable and reduced number of support tickets for the whole game.
• Improved the In-App purchase workflow to support Google's "On-hold" wallet feature;

• Led improvements on memory consumption for the game to provide a better user experience;
• Along with Player Support, Product Managers, and Designers, I led the design and development of the Chat Moderation feature for Zooba;
• Supported the whole Unity Migration process to a newer version ensuring the product and technical quality of the game from initial plans until post-delivery.
• Along with Cloud and DevOps teams, I led improvements on Amazon usage by identifying offenders and reducing database consumption based on the Game requirements;
• Along with the Player Support team, I was responsible for identifying, designing, and developing tools to support a better support process.

TOTVS
2 years 4 months

Lead Software Engineer @ TOTVS Store
June 2017 - April 2018 (11 months)
São Paulo, Brazil

TOTVS is the biggest Brazilian software company, which leads the Latin America ERP market, mostly on small and medium businesses.

In this position, I acted in multiple roles at once:
• Product owner - responsible for managing and prioritizing backlogs, learning users' needs, and serving as a liaison between the product and development team;
• Technical Lead - responsible for delegating and assigning tasks, creating technical goals, collaborating on design, architecture, development and maintenance tasks, and;
• Team Coordinator.- responsible for ensuring the team development, health and performance goals.

My main achievement in this role was:
• Led and built the first profitable TOTVS Store MVP within 7 months, ensuring connection and alignment with other company products.
• Mentored team (engineers, business analysts and designers) on user experience, software quality and performance, product metrics, etc.

Senior Research And Development Engineer @ TOTVS Labs
August 2016 - June 2017 (11 months)
São Paulo, Brazil

As a Senior R&D Engineer, I was responsible for researching, prototype and identifying business opportunities that could leverage existing and new technologies through UX-centric approaches (especially Design Thinking). Apart from that, my role was also responsible for:

• Support process improvements across the company through Service Design and presenting Design Thinking workshops;

• Develop software prototypes using technologies such as Node.JS, Typescript, Angular2+, React, JavaScript, MongoDB, PostgreSQL and MySQL.

My main achievement in this role was:

• Developed a 5-year technology plan, to drive the company in its Digital Transformation through projects, partnerships and new technologies such as IoT, Blockchain, Software Containerization (Kubernetes and Docker), and Machine Learning.

• Improved performance of several HR processes, such as "Recruitment" and "Personal and Corporate Development".

Trainee
January 2016 - July 2016 (7 months)
São Paulo Area, Brazil

As a Trainee at Totvs, I was responsible for analyzing and improving internal and external processes that would help the company be more efficient and increase internal and external NPS. Apart from that, my role was responsible for:

• Ensure a company-wide knowledge sharing of any lesson learned through the finding on the Design Thinking process to support the company's continuous process improvement.

Some of my main achievements as a Trainee:

• Improved the cost efficiency (7% average) and team performance (13% average) through processes improvements for affected teams;

• Released TOTVS' 1st IoT product by developing its Business Plan, user experience, and software used (Server and Client side).

Universidade Estadual Paulista Júlio de Mesquita Filho
Researcher
February 2014 - January 2016 (2 years)
São Paulo Area, Brazil

São Paulo State University is one of the most important Brazilian universities, with more than 40,000 students spread among its 23 campuses.

• Leader academic researcher: lead a team of developers and researchers to build a project management web application based on the PMBoK guide.

• Researcher and Web Developer: developed and maintained a workforce management web application using LAMP Stack (Linux, Apache, MySQL, and PHP 5), which has been used by a large software company to support their workforce process improvement.

Education

Universidade Estadual Paulista Júlio de Mesquita Filho
Master of Science (MSc), Computer Software Engineering · (2014 - 2017)

Universidade Estadual Paulista Júlio de Mesquita Filho
Bachelor of Science - BS, Computer Science · (2010 - 2013)