

Bruno CAMPERA

Backend Software Engineer with a passion for highly scalable and maintainable code. Over 7 years of experience in the IT industry, including working with international teams.

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TECHNICAL SKILLS

Programming: • Java • Javascript • Dart • RESTful API development
Frameworks: • Spring Boot • Quarkus • Flutter
Database and ORM: • PostgreSQL • Hibernate • Spring Data JPA • Panache
Other Tools: • JUnit 5 • Mockito • Git for version control
Processes: • Agile methodologies, mainly Scrum
Languages: • Fluent in English • Native Brazilian Portuguese

WORK EXPERIENCE

SOFTWARE ENGINEER 07/2024 – Current	Stoneridge <ul style="list-style-type: none">• Developed and maintained RESTful APIs on the backend with Java 17 and Spring, hosted on AWS EC2.• Created AWS Lambdas for serverless applications with Java 17 and Quarkus.• Interfaced with AWS Kinesis for device intercommunication and AWS DynamoDB for message storage.• Modelled and implemented MySQL database schema using SQL.• Employed usage of Hibernate for modelling entities and managing persistence.• Used Git for version control.
SOFTWARE ENGINEER 12/2023 – 12/2024	FS Tech <ul style="list-style-type: none">• Developed RESTful APIs on the backend with Java 17 and Quarkus.• Modelled and implemented a PostgreSQL database schema using SQL.• Employed usage of Hibernate ORM and Panache for database interaction, along with JQPL and Native SQL.• Integrated Hibernate Envers for auditing and versioning of database entities.• Used Git for version control.
SOFTWARE ENGINEER 09/2021 – 09/2023	Federal Data Processing Service (SERPRO) <ul style="list-style-type: none">• Worked on the development of the Compras.gov.br procurement platform.• Developed RESTful APIs on the back-end using Java 17 and Spring Boot 3.• Modelled and implemented a PostgreSQL database schema using SQL.• Interacted with database through Spring Data JPA and Hibernate ORM, along with JPQL.• Contributed to the development of a Single Page Application (SPA) using Angular, HTML, CSS, and Typescript.• Collaborated in an Agile team following Scrum.• Used Git for version control.
EMBEDDED SOFTWARE ENGINEER 02/2021 – 08/2021	Alta Rail Technology <ul style="list-style-type: none">• Worked on the development of an embedded application for railway trains.• Developed modules in C++ for a distributed application.• Used Google's FlatBuffers library for serialization and module intercommunication.• Used Git for version control.
EMBEDDED SOFTWARE ENGINEER 06/2019 – 01/2021	Agres Sistemas Eletrônicos <ul style="list-style-type: none">• Contributed to the development of an embedded application for farm tractors.• Conducted interviews and gathered application requirements.• Developed a C++ application using the Qt 5 framework.• Enhanced the object-oriented architecture by applying SOLID principles.• Designed the user interface with QML following the MVC pattern.• Collaborated in an Agile team following Scrum.• Used Git for version control.

SOFTWARE ENGINEER
11/2017 – 06/2019

ExxonMobil BSC Brasil

- Contributed to the development of ABAP programs for the SAP ERP platform.
- Developed and maintained SAP ABAP reports.
- Created editable forms using SAP Smartforms and Adobe's SAP Interactive Forms technologies.
- Developed small utility web applications with HTML, CSS and JavaScript.
- Independently created scripts that automated manual processes in forms, saving hundreds of hours.

EDUCATION

2023 AGILE SOFTWARE DEVELOPMENT specialization
Federal University of Paraná (UFPR), Curitiba-PR

2017 COMPUTER ENGINEERING degree
Federal University of Technology – Paraná (UTFPR), Curitiba-PR