

Bruno CAMPERA

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Backend Software Engineer specializing in Java, AWS, Spring Boot, and Quarkus, with a passion for building highly scalable and maintainable systems. Over 7 years of experience in the technology field, including collaboration with international teams to deliver robust solutions.

TECHNICAL SKILLS

Programming: • Java • Javascript • Dart • RESTful API development
Frameworks: • Spring Boot • Quarkus • Flutter
Cloud: • AWS
Database and ORM: • PostgreSQL • MySQL • Hibernate • Spring Data JPA • Panache
Other Tools: • JUnit 5 • Mockito • Linux • Git
Processes: • Agile methodologies, mainly Scrum and Kanban
Languages: • English (C1 Advanced) • Native Brazilian Portuguese

WORK EXPERIENCE

SOFTWARE ENGINEER at Stoneridge

07/2024 – Current

- 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 21 and Quarkus.
- Developed unit tests using JUnit 5 and Mockito.
- Modeled and implemented MySQL database schema using SQL.
- Employed usage of Hibernate for modelling entities and managing persistence.
- Used Git for version control.

SOFTWARE ENGINEER at FS Tech

12/2023 – 12/2024

- Developed RESTful APIs on the backend with Java 17 and Quarkus.
- Modeled and implemented a PostgreSQL database schema using SQL.
- Employed usage of Hibernate ORM and Panache for database interaction, along with JPQL and Native SQL.
- Integrated Hibernate Envers for auditing and versioning of database entities.
- Used Git for version control.

SOFTWARE ENGINEER at Federal Data Processing Service (SERPRO)

09/2021 – 09/2023

- Worked on the development of the Compras.gov.br procurement platform.
- Developed RESTful APIs on the backend using Java 17 and Spring Boot 3.
- Modeled 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 at Alta Rail Technology

02/2021 – 08/2021

- 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 at **Agres Sistemas Eletrônicos**

06/2019 – 01/2021

- 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 at **ExxonMobil BSC Brasil**

11/2017 – 06/2019

- 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