Bruno CAMPERA

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 07/2024 - Current

Stoneridge

• 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. • 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 12/2023 - 12/2024

FS Tech

• 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 09/2021 - 09/2023

Federal Data Processing Service (SERPRO)

- 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 02/2021 - 08/2021

Alta Rail Technology

- Worked on the development of an embedded application for railway trains.
- Developed modules in C++ for a distributed application. Used Google's Flat-Buffers library for serialization and module intercommunication. Used Git for version control.

EMBEDDED SOFTWARE ENGINEER 06/2019 - 01/2021

Agres Sistemas Eletrônicos

- 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