Bruno CAMPERA

Backend Software Engineer with a passion for highly scalable and maintainable code. Over 6 years of experience in the IT industry, including working with international teams.

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LOCATION: Curitiba/PR, Brazil.
Links: LinkedIn GitHub
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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 • PanacheORM
Tools:	• Git for version control
Processes:	• Agile methodologies, mainly Scrum
Languages:	• Fluent in English • Native Brazilian Portuguese

EXPERIENCE

SOFTWARE ENGINEER
12/2023 – Current

FS Tech
• Developing 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 PanacheORM for database interaction, along with JQPL and Native SQL. • 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 back-end using Java 17 and Spring Boot 3. • Modelled and implemented a PostgreSQL database schema using SQL, with artifacts such as triggers and functions. • 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 FlatBuffers 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.

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