Guilherme Schwierske

CONTACT
INFORMATION

Based in: Germany
E-mail: ghophp@gmail.com
Born: 29 September 1991
Portfolio: guilherme-schwierske.com

KEYWORDS

impact oriented, problem solver, fast learner, agile teammate, language agnostic, data-driven, quality advocate

CORE
COMPETENCIES

- Rapid understanding of new code-bases and concepts in different industries.
- Requirements breakdown and refined diagramming skills.
- Capability to implement different distributed architectures in multiple programming languages.
- Team player devoted to achieving goals together.
- Curious and adaptive learner always seeking new challenges.
- Communicative and experienced in interviewing and leading teams.

RESULTS
ACCOMPLISHED

- Envisioned, led and implemented a live stream marketplace connecting creators and brands at StreamElements.
- Maintained and evolved Zalando and Planet Labs Identity and Access Management (IdP+Gateway), powering the access of partners, internal employees and service-to-service clients.
- Contributed to evolving and maintaining a highly profitable game with millions of players at InnoGames.
- Directly involved in successfully improving the developer's experience through automation and tooling in various companies.
- Contributed to open-source projects personally and inside corporations (gRPC, skipper).
- Successfully converted monolith applications to microservices with production stability and proper instrumentation at Onefootball's demanding user base.
- Co-founder of a business providing optical character recognition services for APM Terminals.
- Helped big corporations (such as Votorantim Group) to connect with their customers through the development and release of iOS and Android applications back in 2016.

AWARDS &
CERTIFICATIONS

- AWS Cloud Practitioner 2021 – Acclaim
- Drone Pilot A1/A3 2021
- Adobe ActionScript 2014
- Best University Final Project 2013 – Github Source

PROFESSIONAL
EXPERIENCE

StreamElements, Remote, Germany/Israel

Team Lead Engineer   **January 2022 to Present**

Leading a team at the forefront of building an innovative marketplace, transforming how brands and creators collaborate on streaming platforms. Initially, I contributed to the platform team, responsible for delivering core infrastructure tools (AuthZ, NATs, Observability, etc.) across multiple squads. Today, I oversee a team driving forward a project redefining advertising on streaming channels.

Planet Labs Germany GmbH, Remote, Germany/US

Senior Software Engineer   **August 2021 to January 2022**
Played a pivotal role in the User Access team, enhancing the security and user experience of AuthN/AuthZ services. Leveraged cutting-edge cloud technologies, including GCP, Golang, and Python, in a highly distributed team and contributed deep expertise in IAM to strengthen the cloud-native principles of the platform.

Zalando SE, Berlin, Germany

Senior Software Engineer   **April 2019 to August 2021**
Key contributor in Zalando's ambitious journey to become a fashion platform leader. I worked in a cross-functional team focused on developing and scaling IAM solutions and gateways powering the entire ecosystem. My role involved designing and implementing solutions using AWS, Kubernetes, Keycloak, Java, Golang, and React to provide secure and seamless user experiences.

InnoGames GmbH, Hamburg, Germany

Senior Software Engineer   **March 2018 to April 2019**
At InnoGames, I played a crucial role in optimizing the infrastructure supporting millions of concurrent players. Working with a cross-functional team on the popular game Elvenar, I modernized the PHP stack and improved the system's performance and scalability, resulting in a more robust gaming experience for millions of users.

Simplesurance GmbH, Berlin, Germany

Senior Software Engineer   **January 2017 to March 2018**
Developed a comprehensive insurance claims platform using Golang and gRPC, deploying services in a cloud environment with HashiCorp tools like Consul, Vault, and Nomad. I also led the creation of a React-based back-office application to streamline insurance claim management.

Onefootball GmbH, Berlin, Germany

Senior Software Engineer   **August 2015 to January 2017**
Spearheaded the implementation of CI/CD pipelines, significantly improving the developer experience. Migrated key services from PHP to a microservice architecture based on Golang and AWS EC2, enabling the company to scale its operations and serve a growing user base.

yetu AG, Berlin, Germany

Senior Software Engineer   **2015**
Developed core platform services, including authentication for
a Smart TV platform, using Scala, Play Framework, and Akka. My
contributions included automating operations with Ansible and op-
timizing deployment strategies for cloud environments.

Five Intl Systems, Itajai, Brazil

Cofounder & CTO   **February 2014 to April 2015**
Co-founded a tech startup specializing in port solutions, includ-
ing an optical character recognition system for the Itajaĩ Port,
Brazil. As CTO, I oversaw the development of a C++ system, suc-
cessfully deployed at APM Terminals, and played a pivotal role
in scaling the business's operations.

Coderockr AG, Joinville, Brazil

Senior Software Engineer   **March 2014 to April 2015**
Delivered high-quality outsourced development projects, includ-
ing backend, web, and mobile systems. Developed and maintained
SocialBase, a social network, and implemented enterprise systems
using Java, PHP, Angular, and AWS.

Humantech – Knowledge Management, Joinville, Brazil

Head of Development   **March 2009 to March 2014**
Rapidly advanced from junior developer to Head of Development,
leading a team in a dynamic outsourcing environment. This role
ignited my passion for R&D, as I guided teams through complex projects
ensuring technical excellence and customer satisfaction.

Freelancer, Internationally

Software Engineer/Architect   **March 2009 to present**
Throughout my freelance career, I have successfully delivered a
wide range of projects, from managing over 5 million hectares of
forest in Canada to developing mobile applications for restau-
rant orders. My work spans various industries, showcasing my adapt-
ability and commitment to delivering high-value solutions for my
clients.

EDUCATION   **Mastering in Applied Computer Science**

UDESC   **2014**
Pursued a master's degree at one of the top technology univer-
sities in Brazil, refining my research skills. Though I chose
to pivot my career towards industry after a semester, the aca-
demic experience honed my critical thinking and problem-solving
abilities.

Bachelor's in Information Technology

UNISOCIESC   **2009 — 2013**

Graduated with top honors, winning the Best Final Project award in 2013. This accolade was instrumental in securing acceptance into a masterâĂŹs program and furthering my career in technology.

Technician Informatics

SENAI   **2006 — 2008**

Began my formal technology education at 14, balancing it with high school. This early exposure to programming fueled my passion for technology and set the foundation for my career trajectory.

NATURAL LANGUAGES

Portuguese, English fluent & German, Spanish conversational.

COMPUTER LANGUAGES

strong Golang, TypeScript, Java, SQL, PHP, Bash, JavaScript, HTML5 & CSS

moderate Scala, Python, C++, Regular Expressions

have used C# & Unity, Objective-C, C#, LISP, Swift

CONCEPTS KNOWLEDGE

GitOps, Cloud Native, OAuth2, IAM, network and protocols, architecture principles, REST, database normalisation, micro-services & monolith strategies, continuous integration & deployment, refactoring strategies, system design, agile & kanban methodologies, API Gateways, LLMs

FRAMEWORKS & TOOLS

strong Kubernetes, Postgres, BigQuery, Cloudflare, Docker, git, GCP, AWS, Redis, GitHub Actions, Jenkins, React, Angular, Android, Keycloak, ChatGPT, DNS

moredate Flux2, Terraform, Nomad, Consul, XCode, Unity, Vault, MongoDB, Play Framework, Python Twisted & Cyclone, Socket.io, Firewall, Qt

COWORKERS REFERENCES

Steffen Böhne (Co-Founder & COO at Brew Games)

Working with Guilherme was a fantastic experience. He is a great professional and a fun and motivating teammate. After he joined our team, he adapted to the new technical environment quickly and was able to contribute from the very beginning. He was never shy about voicing his constructive opinion regarding internal processes, helping us improve as a team. Due to his developer skill set and charismatic and communicative approach within the team structure, he acted

as a role model for his peers. If I ever could work with Guilherme again, I would be delighted!

Jonecir Souza (Business Solutions Specialist)
For the past few years, I have been working with Guilherme. Since then, I have known Guilherme well and can thoroughly vouch for his character, professionalism, and technical abilities. I have worked with him on nearly 15 different IT projects, and I have continuously been impressed with his technical skills and performance in our field.

Andre Espeiorin (Lead iOS Engineer)
Guilherme is a talented language-agnostic programmer. No matter which tool he uses, he always begins with the problem itself. He also has a great team spirit, making fitting in any highly skilled team easy.

MORE
INFORMATION

More information can be found at
https://guilherme-schwierske.com/.