

# Guilherme Schwierske

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CONTACT INFORMATION      Based in:      Germany  
E-mail:      [ghophp@gmail.com](mailto:ghophp@gmail.com)  
Born:      29 September 1991  
Portfolio:      [guilherme-schwierske.com](http://guilherme-schwierske.com)

KEYWORDS      **problem solver, fast learner, agile teammate, language agnostic, data driven, quality advocate**

CORE COMPETENCIES      

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

RESULTS ACCOMPLISHED      

- Idealized, developed and released two products during COVID-19 pandemic: [docfyer.com](http://docfyer.com) and [drone-eid.eu](http://drone-eid.eu).
- Maintained and evolved of the Identity and Access Management solution of Zalando, powering the access of partners, internal employees and service-to-service clients.
- Contributed to update the base framework that powers a high profitable game with millions of players at InnoGames.
- 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.
- Contributed to open-source projects personally and inside corporations.
- Directly involved in successfully improving the developers experience through automation and tooling.
- Dedicated student, with the final project focused on guiding older adults on exercises with Kinect, awarded the best project of the student year.

AWARDS & CERTIFICATIONS      

- AWS Cloud Practitioner 2021 – [Acclaim](#)
- Drone Pilot A1/A3 2021
- Adobe ActionScript 2014
- Best Final Paper of University 2013 (Software Prototype to Auxiliate and Stimulate the Corporal Stretching Process) – [Github](#)

## Source

PROFESSIONAL **StreamElements**, Remote, Israel  
EXPERIENCE

*Team Lead Engineer*

**January 2022 to Present**

At StreamElements, I have been working with DevOps, Senior Backend, and Data Engineers to provide various squads' core infrastructure tools (AuthZ, NATs, Observability, etc.). After successful six months in the Shared Infrastructure team, I have been promoted to lead a team focused on creating the marketplace that will revolutionize how brands and creators do advertisements on streaming channels.

**Planet Labs Germany GmbH**, Berlin, Germany

*Senior Software Engineer*

**August 2021 to January 2022**

Helping the User Access team to provide the best AuthN/AuthZ services. Working with GCP, Golang, and Python in a remote setting with a team spread across various time zones. Diving deep into IAM and working to defend the cloud-native principles.

**Zalando SE**, Berlin, Germany

*Senior Software Engineer*

**April 2019 to August 2021**

I joined Zalando to contribute to the company's ambitious plans regarding becoming a platform for fashion, working in a cross-functional team responsible for IAM solutions and gateways that power the entire ecosystem. Working with AWS, K8, Keycloak, Java, Golang, React.

**InnoGames GmbH**, Hamburg, Germany

*Senior Software Engineer*

**March 2018 to April 2019**

InnoGames allowed me to experience the game industry firsthand. The constant load and peaks of millions of concurrent players pushed the PHP infrastructure to the limits. Working with a cross-functional team to deliver features and maintain Elvenar, in a bit more than a year we had great results achieved, especially modernizing the stack that powers the game to a new framework.

**Simplesurance GmbH**, Berlin, Germany

*Senior Software Engineer*

**January 2017 to March 2018**

I was mainly involved in refactoring the previous monolith codebase in PHP to Golang microservices with gRPC and Docker containers. I got the chance to work with multiple tools from HashiCorp like Consul, Vault, and Nomad to operate the services in production. I had the chance also to code a complete React application to manage the claims of insurances.

**Onefootball GmbH, Berlin, Germany**

*Senior Software Engineer*

**August 2015 to January 2017**

I was directly involved in implementing CI/CD pipelines to improve the deployment and scalability process. And at the same time, writing and migrating PHP services to a micro-service architecture with Golang and EC2 micro instances.

**yetu AG, Berlin, Germany**

*Senior Software Engineer*

**2015**

At yetu I was working with Scala, Play Framework, and Akka. The systems were operated with Ansible and powered the backend services for a home device like Google Home.

**Five Intl Systems, Itajai, Brazil**

*Cofounder & CTO*

**February 2014 to April 2015**

Three partners and I co-founded a company focused on port solutions, specifically optical character recognition. The system was written in C++ with Qt and was installed into a few entry gates for the Itajai Port in Brazil. APM Terminals was the first customer with a venue estimated at \$4.24 billion.

**Coderockr AG, Joinville, Brazil**

*Senior Software Engineer*

**March 2014 to April 2015**

Creating backend, web, and mobile systems for high quality outsourced development as ThoughtWorks. Developed a social network called SocialBase. Working with Java, PHP, Angular, AWS.

**Humantech - Knowledge Management, Joinville, Brazil**

*Head of Development*

**March 2009 to March 2014**

I started working at Humantech at 17 years old, studying at a private university course in the evening. After six months, I was admitted as a junior software developer; I managed a team myself a few years later. The chaotic outsourcing environment helped me to discover that I am passionate about research and development.

**Freelancer, Internationally**

*Software Engineer/Architect*

**March 2009 to present**

To fulfil my passion to directly connected with customers and help them with their problems, increasing my networking and knowledge on the way. I have worked as a freelancer with clients from various backgrounds, from international projects to managing more than 5 million hectares of forest in Canada mobile application to track orders in restaurants with Android devices. I always cherish the value delivered to the client, which keeps me doing it for all these years.

## EDUCATION

### Mastering in Applied Computer Science

UDESC

2014 – Unfinished

After finishing my bachelor's, I enrolled in a master's degree in one of the country's best universities in the technology field. After a semester with some good disciplines that improved my research skills, my research line and the academy's focus no longer interested me. With the offer to move to Berlin, I left the master's unfinished.

### Bachelor's in Information Technology

UNISOCIESC

2009 – 2013

In college, I was one of the top students, even working the entire day during the whole four years of study. I won the prize Best Final Project of Student Year 2013, which later helped me to be accepted at the masters.

### Technician Informatics

SENAI

2006 – 2008

I started studying technology professionally at the age of 15, along with high school. This was a life-changer for me. It has allowed me to change my circumstances. When I started to understand how to program a computer, I knew that I wanted to do it for a living.

## PROGRAMMING SKILLS

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

**moderate** Scala, Python, C++, Regular Expressions

**have used** C# & Unity, Objective-C, C#, AutoLISP & LaTeX

## CONCEPTS KNOWLEDGE

GitOps, Cloud Native, OAuth2, IAM, network and protocols, architecture principles, REST, database normalisation, [github flow](#), micro-services & monolith strategies, continuous integration & deployment, refactoring strategies, system design, agile & kanban methodologies

## FRAMEWORKS & TOOLS

**strong** Kubernetes, Postgres, Docker, git, bash, GCP, AWS EC2, RDS, ECS, SNS, SQS, SES, S3, RabbitMQ, Redis, Postgres, GitHub Actions, Jenkins, React, Angular, NPM, Android, Keycloak

**moderate** EKS, MongoDB, Play Framework, NodeJS, Python Twisted & Cyclone, Socket.io, DNS, Unix, Firewall, Qt

**have used** Terraform, Nomad, Consul, Vault, Hibernate, Akka, Realm.io, XCode, Elastic Beanstalk, Unity

## NATURAL LANGUAGES

Portuguese (mother tongue), English (fluent), German (advanced) & Spanish (moderate).

COWORKERS  
REFERENCES

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

Working with Guilherme was a an awesome experience. He is not only a great professional but also a fun and motivating team mate. After he joined our team, he adapted to the new technical environment in no time and was able to contribute from the very beginning. He was never shy to voice his constructive opinion when it came to internal processes, helping us to improve as a team. Due to his undisputed skill set as a developer and his charismatic and communicative approach within the team structure, he acted as a role model for his peers. If I ever had the chance to 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 gotten to know Guilherme quite well and can thoroughly vouch for his character, professionalism, and technical abilities. I have worked with him on close to 15 different IT projects, and I have continuously been impressed with both his technical skills and performance in our field.

**Andre Espeiorin** (Lead iOS Engineer)

Guilherme is a talented language-agnostic programmer. No matter which language, he always begins with the problem itself. He has also a great team spirit, making him easy to fit in any high skilled team.

MORE  
INFORMATION

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