

# Guilherme Oliveira

CONTACT	Address:	Wandsbek, Hamburg
INFORMATION	E-mail:	<a href="mailto:ghopHP@gmail.com">ghopHP@gmail.com</a>
	Born:	29 September 1991
	Nationality:	Brazilian
	Portfolio:	<a href="https://github.com/ghopHP">ghopHP.github.io</a>

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

CORE COMPETENCIES

- Rapid understanding of new code bases and new technologies in general.
- Requirements analysis and breakdown, software architecture and design.
- Capability to code for multiple platforms in multiple programming languages.
- A loyal team member devoted to achieve the goals together.
- Curious and adaptive learner always seeking new challenges.

RESULTS	• Contributed to the further improvement of a highly profitable game
ACCOMPLISHED	in a major studio with 500 plus employees.
	• Successfully converted monolith applications to microservices with
	production stability and proper instrumentation.
	• Co-founder of a business providing optical character recognition
	services for <a href="#">APM Terminals</a> .
	• Helped big corporations (such as <a href="#">Votorantim Group</a> ) to connect with
	their customers through the development and release of iOS and
	Android applications.
	• Contributed to open-source project and pushed inside private com-
	panies for a more active and professional open-source presence.
	• Directly involved in successfully implementing CI/CD processes
	with micro-services architecture.
	• Top grades and final paper award which guaranteed immediate en-
	rollment in master's degree at highly disputed federal institu-
	tion.

AWARDS

- Best Final Paper of University 2013 (Software Prototype to Auxiliate and Stimulate the Corporal Stretching Process) – [Github Source](#)

PROFESSIONAL InnoGames GmbH, Hamburg, Germany  
EXPERIENCE Senior Backend Engineer

*Senior Backend Engineer* **March 2018 to present**  
InnoGames allows me to see the software industry from a 500 plus employees point of view. Here I have been challenged to work in a cross-functional team handling the implementation of features

and technical stability for the Elvenar game. The stack is PHP based with CI/CD using Jenkins and Puppet, in-house servers, and more than 30 million active users.

**Simplesurance GmbH**, Berlin, Germany

*Senior Backend Engineer* **January 2017 to March 2018**

Mainly involved in the refactoring of the previous monolith code-base in PHP to Golang microservices with gRPC and Docker containers. Also involved with multiple tools from HashiCorp like Consul, Vault and Nomad. Had the chance to learn and code a ReactJS application to manage the claims involved in the process.

**Onefootball GmbH**, Berlin, Germany

*Senior Backend Engineer* **August 2015 to January 2017**

I am directly involved on the implementation of CI/CD systems to improve the deployment and scalability process. We use parts of Agile methodology to coordinate the processes. New services inside the micro-service architecture are being created with Golang and we still maintain services written in PHP.

**yetu AG**, Berlin, Germany

*Senior Software Engineer* **2015**

At yetu I was working with Scala, Play Framework and Akka. The systems were distributed into a complex automated structure managed by Ansible and covered by different types of tests (unit, functional, integration, end-to-end). We used Agile as our base methodology with aspects from Kanban and Scrum.

**Five Intl Systems**, Itajai, Brazil

*Cofounder & CTO* **February 2014 to April 2015**

Me and three other associates created a company focused on port solutions, specifically a solution for 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 venue estimated in \$4.24 billions.

**Coderockr AG**, Joinville, Brazil

*Senior Software Engineer* **March 2014 to April 2015**

Full Stack developer working with systems for the web in a very productive methodology that aggregates some parts of Scrum and Kanban. Also worked with Android apps releasing large distributed systems such as a social network named SocialBase.

## **Freelancer, Brazil**

*Senior Software Engineer*

**March 2009 to 2015**

In order to fulfill my passion for innovative projects and increase my networking, I have worked as a freelancer for many clients. From international projects to manage more than 5 million hectares of forest in Canada, to mobile application to track orders in restaurants. I always cherish the delivery and quality, with a service that does not tie the client, trying to deliver what was asked, leaving the option of the contract extension as a choice based on the quality of my work.

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

*Head of Development*

**March 2009 to March 2014**

I started to work at Humantech at the age of 17 as an intern at the same time as the university course. After 6 months I was admitted as a junior software developer, few years later I had my own team to manage. The chaotic outsourcing environment helped me to discover that I am passionate for research and development.

## **EDUCATION**

### **Mastering in Applied Computer Science**

*UDESC*

**2014 - Unfinished**

After finishing bachelor I enrolled to master's degree in one of the best universities of the country in matters of technology. After a semester with some good disciplines that improved my research skills, my line of research and the focus on academy didn't interest 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 because I have been working since the beginning. I won the prize Best Final Paper of University 2013 which later helped me to be accepted at the master's.

### **Technician Informatics**

*SENAI*

**2006 - 2008**

At the age of 15 I started to study at technician level, along with high school. This course was a life changer, it has given me during early ages a meaning in life. When I started to understand how to program a computer, I knew that this is what I wanted to do for living.

## **PROGRAMMING SKILLS**

**strong** Golang, PHP, Distributed Systems, SQL, JavaScript, HTML5 & CSS

**moderate** Network, Java & Scala & JVM, Python, C++, ActionScript 3 & Regular Expressions

**have used** C# & Unity, Objective-C, bash/shell scripting, C#, AutoLISP & LaTeX

CONCEPTS      rest, database normalisation, [github flow](#), micro-services & mono-  
KNOWLEDGE      lith architectures, continuous integration & deployment, refactor-  
ing strategies, system design, agile & kanban methodologies, mes-  
sage systems, protocols

FRAMEWORKS & **strong** git, terminal, RabbitMQ, Redis, Memcached, MySQL, Nomad, Con-  
TOOLS            sul, Vault, Travis, AngularJS, GruntJS, Bower, Martini, Android SDK,  
Zend, Symphony & Doctrine

**moderate** ReactJS, BuildBot, MongoDB, EC2, RDS, OpsWorks, Play Frame-  
work, NodeJS, Python Twisted & Cyclone, Socket.io, DNS, Unix, Fire-  
wall & Qt

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

NATURAL           Portuguese (mother tongue), English (fluent with slangs), Spanish  
LANGUAGES        (moderate) & German (beginner).

COWORKERS       **Lars Alexander Blumberg** (Head of Software Engineering)  
REFERENCES      Guilherme is not only a very careful and fast learning software en-  
gineer, but is also able to adopt very quickly to new software com-  
ponents, languages and patterns. He was also an outstanding team  
colleague, his sharp mind, gentleness and willing to always improve  
make Guilherme a very valuable team member. I would be very proud  
if I had the chance to work with him again.

**Jonecir Souza** (Experienced Senior IT Professional)  
For the past five years, I have been working with Guilherme. Since  
then, I have gotten to know him 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 been  
constantly impressed with both his technical skills and performance  
in our field.

**Andre Espeiorin** (iOS Developer)  
Guilherme is a talented language-agnostic programmer. No matter which  
language, he always begins with the problem itself, this is a rare  
characteristic nowadays. Also he has a great team spirit and this  
makes him easy to fit in any high skilled team.

MORE              More information can be found at  
INFORMATION    <http://ghophp.github.io/>.