Guilherme Schwierske

CONTACT
INFORMATION

Based in: Germany
E-mail: ghophp@gmail.com
Born: 29 September 1991
Portfolio: 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 goals together.
- Curious and adaptive learner always seeking new challenges.
- Communicative and experienced in interviewing and leading teams.

RESULTS
ACCOMPLISHED

- Integrated between a back office application with ChatGPT (RAG+LLM), creating a "Copilot" for internal users to interact with data.
- Maintained and evolved Zalando's Identity and Access Management based on Keycloak (RedHat), powering the access of partners, internal employees and service-to-service clients.
- Contributed to updating the base framework that powers a highly profitable game with millions of players at InnoGames.
- Idealized, developed and released two products during COVID-19 pandemic: docfyer.com and drone-eid.eu.
- 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 developer's experience through automation and tooling.

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, Geramny/Israel
EXPERIENCE

> *Team Lead Engineer* **January 2022 to Present**
> At StreamElements, I started as a platform team providing var-
> ious squads' core infrastructure tools (AuthZ, NATs, Observabil-
> ity, etc.). Nowadays, I lead a team focused on creating a mar-
> ketplace that will revolutionize how brands and creators adver-
> tise on streaming channels.

Planet Labs Germany GmbH, Remote, Germany/US

> *Senior Software Engineer* **August 2021 to January 2022**
> Helping the User Access team to provide the best AuthN/AuthZ ser-
> vices. 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.
> Millions of concurrent players' constant load and peaks pushed
> the PHP infrastructure to the limits. Working with a cross-functional
> team to deliver features and maintain Elvenar, we achieved great
> results in a bit more than a year, significantly 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 creating a platform for insurance claims
> with Golang+gRPC, deployed to a cloud vendor as container arte-
> facts. I got the chance to work with multiple tools from HashiCorp,
> like Consul, Vault, and Nomad, to operate the services in pro-
> duction. I also had the opportunity to code a complete React ap-
> plication to manage insurance claims (back office).

Onefootball GmbH, Berlin, Germany

> *Senior Software Engineer* **August 2015 to January 2017**
> I was directly involved in implementing CI/CD pipelines to im-
> prove the developer experience. I also wrote and migrated PHP
> services to a micro-service architecture with Golang and EC2 mi-
> cro instances to allow the business to scale up.

yetu AG, Berlin, Germany

Senior Software Engineer   **2015**
At Yetu I worked with Scala, Play Framework, and Akka to deliver authentication and other platform systems as a base for a Smart TV platform. Operations were based on Ansible and a small cloud vendor.

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 as I was 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 for directly connecting with customers and helping them with their problems, increasing my networking and learning a lot 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 restaurant orders 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**
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 academia.

Bachelor's in Information Technology

UNISOCIESC   2009 – 2013
In college, I was one of the top students, working the entire day
during the four years of study. I won the Best Final Project of
Student Year 2013 prize, which later helped me be accepted for
the master's.

Technician Informatics

SENAI   2006 – 2008
I started studying technology professionally at 14 years old, along
with high school. This was a life-changer for me. It has al-
lowed me to change my circumstances. When I started understand-
ing how to program a computer, I fell in love with technology.

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♯, AutoLISP & LaTeX

CONCEPTS
KNOWLEDGE
GitOps, Cloud Native, OAuth2+OIDC, IAM, network and protocols, ar-
chitecture principles, REST, database normalisation, micro-services
& monolith strategies, continuous integration & deployment, refac-
toring strategies, system design, agile & kanban methodologies, LLM,
ML

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, ChatGPT, DNS

moredate Terraform, Nomad, Consul, Hibernate, Akka, Realm.io, XCode,
Elastic Beanstalk, Unity, Vault, EKS, MongoDB, Play Framework, NodeJS,
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, help-
ing us improve as a team. Due to his developer skill set and charis-
matic 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/.