

Guilherme Camara

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EXPERIENCE

Expedia Group

May 2024 - July 2024

Software Development Engineering Intern

Seattle, WA

- Developed a client JAR using Spring Boot and Kotlin/Java to integrate onboarding processes for current and future lines of business, reducing development time by 32 hours for each new onboarding and consolidating functionality previously distributed across multiple teams
- Implemented efficient and scalable GraphQL queries, improving communication speed between internal systems and Expedia partners
- Integrated the client JAR into the CI/CD pipeline using Spinnaker, streamlining deployments and enhancing consistency across production environments
- Achieved 95% code coverage through comprehensive unit testing and test-driven development practices

Gap Inc.

June 2023 - August 2023

Mobile Software Developer Intern

San Francisco, CA - Remote

- Developed an interactive SwiftUI demo app based on Figma designs, showcasing the implementation of dark mode, enhancing user experience across mobile devices
- Optimized testing procedures and refined code quality assessment by reorganizing unit tests into designated test targets for mobile development teams, resulting in a 15-minute reduction in pipeline runtime
- Implemented SwiftLint to identify and eliminate 123 code smells, enhancing codebase integrity and facilitating streamlined maintenance

EDUCATION

University of Central Florida

Orlando, FL

B.S. in Computer Science, Minor in Cybersecurity, GPA: 3.6/4.0

Expected Graduation: December 2024

PROJECTS

MyCustomFrame | React, Firebase, ExpressJS, NodeJS, Google Cloud

October 2023 - April 2024

- Managed the development of an e-commerce platform specializing in custom frames, overseeing both front-end and back-end teams to deliver a robust and scalable product
- Led the Back-End development, harnessing the power of Firebase in conjunction with the Stripe API to facilitate secure and efficient payment processing and data management
- Built API endpoints using ExpressJS to facilitate seamless data transfer between the database and the front-end
- Designed the system architecture, aligning it with budget constraints to ensure scalability and performance

Critter Hunt | React Native, MongoDB, ExpressJS, NodeJS, Heroku

May 2018 – May 2020

- Led a team in developing a social networking app for sharing animal encounters on the UCF campus
- Led the Mobile Development team, implementing a React Native app following a mobile-first approach
- Implemented geolocation tracking and mapping features using the Google Maps API, enabling users to record and share locations of sightings

TECHNICAL SKILLS

Programming Languages: Java, Kotlin, Python, Swift, C, JavaScript, HTML/CSS, SQL, R

Frameworks: Spring Boot, Gradle, React Native, ExpressJS, NodeJS, Firebase, GraphQL, JUnit, FastAPI

Developer Tools: Git, Docker, Jenkins, Spinnaker, Artifactory, SonarQube, Google Cloud Platform, AWS Services, Agile methodologies

Languages: Portuguese (Native), English (Native), Spanish (Beginner)

Interests: Soccer, Tennis, Cooking, Weightlifting