

# GUILHERME MORONE ARAUJO

## Software Engineer

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Recife, Pernambuco, Brazil



## EDUCATION

### Bachelor, Computer Engineering

#### Federal University of Pernambuco

02/2019 - Present Recife, Pernambuco, Brazil  
Expect to graduate by August 2024.

GPA (CR)  
9.07 / 10.0

## EXPERIENCE

### Software Engineer

#### Neurotech

04/2024 - Present Recife, Pernambuco, Brazil  
https://www.neurotech.com.br

Full-time (Hybrid)

- In general, using skills in backend development (FastAPI), data engineering, Terraform, Git, Airflow and cloud computing (AWS).
- Collaborate with cross-functional teams to achieve project goals.
- Ensure high-quality, scalable application development.
- Using Amazon Web Services such as Lambda, DynamoDB, EC2, Athena, S3 and more.

### Software Engineer

#### Jalan

04/2024 - 05/2024 Recife, Pernambuco, Brazil  
https://www.jalan.com.br

Full-time (Remote)

- Worked as a Full Stack developer using Vue.js and Quasar along with Python and Lambda Functions (AWS).

### Mobile Engineer

#### aca.so

03/2024 - 03/2024 Recife, Pernambuco, Brazil  
https://aca.so

Freelancer (Remote)

- Worked as a Mobile Engineer in a Freelancer project (aca.so mobile app) using React Native.

### Full Stack Developer

#### Cheque Fácil

09/2023 - 12/2023 Recife, Pernambuco, Brazil  
https://chequefacil.com

Freelancer (Remote)

- Website made with 3 more colleagues to an external customer.
- The main purpose is to identify bank check fields easily, so you do not have to type manually.
- The bank check OCR is based on our customer's API, we did not implement it, just the website.
- It also offers API Integration, history download and other features.
- Developed using React, TypeScript, TailwindCSS and Django (Python).

### Mobile Engineer

#### InSpace

08/2022 - 10/2022 Recife, Pernambuco, Brazil  
https://inspace.tech

Freelancer (Remote)

- Identification of objects (censored specificity) from a mobile camera for legal purposes.

## SUMMARY

Originally from Rio but now based in Recife, I've had the privilege of growing up in two vibrant cities. My passions are as diverse as my background, ranging from an avid love for games and books to an insatiable curiosity for travel and technology. Furthermore, I am always eager to explore new opportunities and challenges that can help me grow both as a professional and as a person, fueled by my passion for learning and applying new technologies to solve real-world problems. I have been working on Software Development since 2022. Not only that, but I am used to developing Big Data applications that demand high efficiency, scalability, and low cost. All my projects demanded skills in web development, data engineering, CI/CD, Docker, GitHub Actions, and cloud computing, in order to deliver quality solutions to clients.

## LANGUAGES

Portuguese  
Native



English  
Proficient



German  
Beginner



## TRAINING / COURSES

### The Complete Flutter Development Bootcamp with Dart

Udemy

### The Complete 2020 Web Development Bootcamp

Udemy

## CERTIFICATION

### Google Cloud Computing Foundations: Cloud Computing Fundamentals - Locales

Google Cloud Skills Boost

### Google Cloud Computing Foundations: Data, ML, and AI in Google Cloud - Locales

Google Cloud Skills Boost

### Google Cloud Computing Foundations: Infrastructure in Google Cloud - Locales

Google Cloud Skills Boost

### Google Cloud Computing Foundations: Networking

Google Cloud Skills Boost

# EXPERIENCE

## Software Engineer

### Oncase

📅 02/2022 - 12/2023    📍 Recife, Pernambuco, Brazil

🔗 <https://www.oncase.com.br>

Started as an intern and then worked full-time (Remote)

- Developed Big Data applications with a focus on high efficiency, scalability, and low cost.
- Developed frontend applications using React (JavaScript, TypeScript and HTML/CSS) and Redux.
- Implemented backend functionality using Python frameworks Flask and Django.
- Implemented effective CI/CD pipelines for seamless integration and deployment through Docker and GitHub Actions.
- In general, utilized skills in web development (Django, React and HTML/CSS), data engineering, CI/CD, Docker, GitHub Actions, and cloud computing.
- Collaborated with cross-functional teams to achieve project goals.
- Enhanced customer relationships through the delivery of top-notch solutions.
- Ensured high-quality and scalable application development.
- Hosted applications on Google Cloud Platform using Cloud Run and Artifact Registry.
- Utilized Amazon Web Services for hosting, leveraging services like Amplify, Route53, and Lambda.

## Game Developer

### Educandus Tecnologia Educacional

📅 06/2021 - 10/2021    📍 Recife, Pernambuco, Brazil

🔗 <https://educandus.com.br>

Internship (Remote)

- I have worked on web apps (educational simulators) using Construct 3 software and JavaScript mainly.

## Gamer Developer

### Educandus Tecnologia Educacional

📅 05/2020 - 12/2020    📍 Recife, Pernambuco, Brazil

🔗 <https://educandus.com.br>

Internship (Remote)

- I have worked as a game developer using Construct 3 software and JavaScript, building educational games for students from preschool to high school levels.

# SKILLS

## Programming Languages

**Python**    **C/C++**    **Bash**    **PowerShell**

**JavaScript/TypeScript**    **Haskell**    **Go**

**Java**    **Ruby**

## Web Development

**React**    **Django**    **Flask**    **FastAPI**

**Node**    **JQuery**    **HTML/CSS**

**Webpack**    **Tailwind CSS**

## DevOps

**CI/CD**    **GitHub Actions**    **Docker**

**Terraform**    **Airflow**

## Cloud

**Amazon Web Services (AWS)**

**Google Cloud Platform (GCP)**

## Mobile

**React Native**    **Flutter**

## Others

**Git**    **GitHub**    **Linux**    **Databases**

**SQL**    **PostgreSQL**    **MongoDB**

**Construct 3**