

# Guilherme Morone Araujo

Recife - PE, Brazil | [guimorone@gmail.com](mailto:guimorone@gmail.com) | [Portfolio](#)

## Profiles

[guimorone](#) [guimorone](#)

## Work Experience

**Neurotech** **April 2024 - Present**  
Software Engineer | Full-time  
Recife - PE, Brazil

[Company Website](#)

- In general, using skills in data engineering and backend development with Python, FastAPI, Terraform, CI/CD, Docker, Git, Airflow, Bash and cloud computing on AWS and GCP.
- Collaborate with cross-functional teams to achieve project goals.
- Ensure high-quality, scalable application development.
- Implementing backend functionality using FastAPI.
- Using AWS solutions such as Lambda, DynamoDB, EC2, Athena, S3, Step Functions and more.
- Working extracting data from different sources (internet, AWS S3, etc) and make it available in a data lake.
- Automating ETL pipelines with Apache Airflow.

**Jalan** **April 2024 - May 2024**  
Full Stack Developer | Full-time  
Recife - PE, Brazil

[Company Website](#)

Worked in web apps using Vue.js and Quasar along with Python and AWS Lambda Functions.

**Oncase** **February 2022 - December 2023 (February 2022 - August 2022 as an intern)**  
Software Engineer | Full-time  
Recife - PE, Brazil

[Company Website](#)

- In general, utilized skills in web development (Flask, Django, React and HTML/CSS), data engineering, CI/CD, Docker, GitHub Actions, and cloud computing (AWS and GCP).
- 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.
- 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.
- Automated ETL pipelines with Apache Airflow.
- Utilized Amazon Web Services for hosting, leveraging services like Amplify, Route53, and Lambda.

**Educandus** **May 2020 - December 2020 and June 2021 - October 2021**  
Game Developer | Internship  
Recife - PE, Brazil

[Company Website](#)

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

Freelances

GPC Gestão

Full Stack Developer

[Company Website](#)

Built an admin website using React with TypeScript and Tailwind CSS for viewing, managing and downloading water consumption documents in multiple homes.

September 2024 - October 2024

Recife - PE, Brazil

aca.so

Mobile Engineer

[Company Website](#)

Worked in a project (aca.so mobile app) using React Native, React Redux and TypeScript.

March 2024

Recife - PE, Brazil

InSpace

Mobile Engineer

[Company Website](#)

Worked with the identification of certain objects from a mobile camera for legal purposes.

August 2022 - October 2022

Recife - PE, Brazil

Education

Federal University of Pernambuco (UFPE)

Computer Engineering

Final grade (GPA): 9.02/10.0

[Undergraduate Thesis \(PT-BR\)](#)

- MQF Level 6 (Reference Number: MQRIC 2025/28761).

February 2019 - August 2024

Bachelor

Federal University of Pernambuco (UFPE)

Software and Systems Engineering

[University Website](#)

Provided essential support to students in software development and requirements engineering, with a strong focus on helping them create high-quality, well-engineered applications.

June 2022 - March 2024

Student Teaching Assistant

Languages

Portuguese	English	German
Native	Advanced	Beginner
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Skills

CI/CD	Django	Docker	FastAPI	Flask
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GitHub	JavaScript	Jupyter Notebooks	Python	React
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Tailwind CSS	TypeScript	AWS	Airflow	Bash
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Git	Go	HTML/CSS	MongoDB	Linux
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Node	React Native	React Redux	Terraform	Flutter + Dart
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GCP	GraphQL	PowerShell	PostgreSQL	SQL
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C/C++	Java	Vue	C#	Kubernetes
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