Guilherme Morone Araujo

Profiles

guimorone

in guimorone

Summary

I am a Software Engineer with a background in Computer Engineering and a strong interest in building reliable, efficient, and scalable systems.

Since 2019, I have worked on a range of projects involving web development, data engineering, and cloud infrastructure — often with a focus on Big Data applications. I am comfortable working with tools like Python, Django, FastAPI, React, Docker, cloud platforms like AWS and GCP, and more.

I enjoy solving real-world problems with code, collaborating with teams, and continuously learning new technologies.

Originally from Rio and now based in Recife, I bring curiosity, adaptability, and a passion for turning ideas into practical solutions.

Education

Federal University of Pernambuco (UFPE)

February 2019 - August 2024

Computer Engineering

Final grade (GPA): 9.02/10.0

Software and Systems Engineering

Bachelor

June 2022 - March 2024 Student Teaching Assistant

University Website

Provided invaluable support to students in software development and requirements engineering, with a primary goal of crafting top-tier applications of exceptional quality.

Experience

Neurotech April 2024 - Present

Software Engineer | Full-time

Recife - PE, Brazil

- Company Website
- In general, using skills in software, data engineering and backend development with Python, FastAPI, Terraform, Git, Airflow, Bash and cloud computing on AWS.
- Collaborate with cross-functional teams to achieve project goals.
- Ensure high-quality, scalable application development.
- Using AWS solutions such as Lambda, DynamoDB, EC2, Athena, S3, Step Functions and more.
- Extract data from different sources and make it available for many users in a data lake.

Jalan April 2024 - May 2024

Software Engineer | Full-time

Recife - PE, Brazil

Recife - PE, Brazil

Company Website

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

Oncase August 2022 - December 2023 (February 2022 - August 2022 as an intern)

• In general, utilized skills in web development (Flask, Django, React and HTML/CSS), data engineering, CI/CD,

Software Engineer | Full-time © Company Website

- Docker, GitHub Actions, and cloud computing (AWS and GCP).
- Developed Big Data applications with a focus on high efficiency, scalability, and low cost.
- beveraped big bata applications with a rocas 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.
- 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.

Native

GitHub

• • • • •

• 0 0 0 0

Portuguese

Languages

Skills
CI/CD Django Docker FastAPI

English

Advanced

• • • • •

HTML

••••

• 0 0 0 0

Tailwind CSS **AWS** Bash React TypeScript • • • • • •••• • • • • • • • • • 0 • • • • 0 Git Node Linux PostgreSQL React Native • • • • 0 • • • • 0 • • • • • • • • • 0 • • • • 0 React Redux Terraform Airflow CSS Dart

JavaScript

••••

German

Beginner

• 0 0 0 0

Jupyter Notebooks

• • • • •

• 0 0 0 0

Flask

Python

• • • • •

• 0 0 0 0

• 0 0 0 0