

# GUILHERME MORONE ARAUJO

## Software Engineer

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Recife, Pernambuco, Brazil



## EXPERIENCE

### Software Engineer

#### Neurotech

04/2024 - Present

https://www.neurotech.com.br

Full-time

- 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

https://www.jalan.com.br

Full-time

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

### Mobile Engineer

#### aca.so

03/2024 - 03/2024

https://aca.so

Freelancer

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

### Software Engineer

#### Oncase

02/2022 - 12/2023

https://www.oncase.com.br

Started as an intern and then worked full-time

- 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.

### Mobile Engineer

#### InSpace

08/2022 - 10/2022

https://inspace.tech

Freelancer

- 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



## SKILLS

### Programming Languages

Python

C/C++

JavaScript/TypeScript

Haskell

Go

Java

Ruby

Haskell

### Web Development

React

Django

Flask

FastAPI

Node

JQuery

HTML/CSS

### DevOps

CI/CD

GitHub Actions

Docker

Terraform

Airflow

### Cloud

AWS

GCP

### Mobile

React Native

Flutter

### Others

Git

Linux

Databases

SQL

PostgreSQL

MongoDB

## EXPERIENCE

### Game Developer

#### Educandus Tecnologia Educacional

📅 06/2021 - 10/2021

🔗 <https://educandus.com.br>

Internship

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

### Game Developer

#### Educandus Tecnologia Educacional

📅 05/2020 - 12/2020

🔗 <https://educandus.com.br>

Internship

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

## 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

## 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