

Guilherme Morone Araujo

📍 Recife - PE, Brazil | ✉ guimorone@gmail.com | 📄 [Portfolio](#)

Profiles

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

Work Experience

Sandbox Group
Software Engineer | Full-time · Remote

September 2025 - Present
Bilbao, Spain

 [Company Website](#)

- Working at Kids & Family vertical.
- Implementing backend functionality using Python, FastAPI, Flask for PlayKids app and SVOD integration.

Thoughtful AI
Forward Deployed Engineer | Contract · Remote

August 2025 - Present
Austin, Texas, United States

 [Company Website](#)

- Implementing RPA functionality using Python.
- Automatizing RCM processes for healthcare companies in the United States.

Neurotech
Software Engineer | Full-time · Hybrid

April 2024 - August 2025
Recife, Pernambuco, Brazil

 [Company Website](#)

- In general, used skills in data engineering and backend development with Python, FastAPI, Go, Terraform, CI/CD, Docker, Git, Airflow, Bash, and cloud computing on AWS and GCP.
- Collaborated with cross-functional teams to achieve project goals.
- Implemented backend functionality using Python, FastAPI, and Go.
- Used AWS solutions such as Lambda, DynamoDB, EC2, Athena, S3, Step Functions, and more.
- Worked on extracting data from different sources (internet, AWS S3, etc) and make it available in a data lake.
- Automated ETL pipelines with Apache Airflow.
- Used Grafana to visualise data and logs.

Jalan
Full Stack Developer | Full-time · Remote

April 2024 - May 2024
Recife, Pernambuco, Brazil

 [Company Website](#)

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

Oncase
Software Engineer | Full-time · Remote

August 2022 - December 2023
Recife, Pernambuco, Brazil

 [Company Website](#)

- In general, utilised 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.
- Hosted applications on Google Cloud Platform using Cloud Run and Artifact Registry.
- Automated ETL pipelines with Apache Airflow.
- Utilised Amazon Web Services for hosting, leveraging services like Amplify, Route53, and Lambda.

Internships

Oncase
Full Stack Developer · Remote
[Company Website](#)

Educandus
Game Developer · Remote
[Company Website](#)

February 2022 - August 2022
Recife, Pernambuco, Brazil

May 2020 - December 2020 and June 2021 - October 2021
Recife, Pernambuco, Brazil

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

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](#)

June 2022 - March 2024
Student Teaching Assistant

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

Languages

Portuguese	English	German
Native	Advanced	Beginner
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Skills

CI/CD	Django	Docker	FastAPI	Flask
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GitHub	HTML	JavaScript	Jira	Jupyter Notebooks
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Python	React	Tailwind CSS	TypeScript	Airflow
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AWS	Bash	Bitbucket	Git	Go
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MongoDB	MySQL	Node	PostgreSQL	React Native
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React Redux	CSS	GCP	Grafana	GraphQL
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JQuery	Linux	PowerShell	SQL	Terraform
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C/C++	Construct 3	Elasticsearch	Flutter + Dart	Vue
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C#	Haskell	Java	Kubernetes	Ruby
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