

# Hugo Hernani

Software Engineer

[hhernani.com](http://hhernani.com)

[github.com/hugohernani](https://github.com/hugohernani)

Arapiraca, AL

[hhernanni@gmail.com](mailto:hhernanni@gmail.com)

(82) 9 9992-6303

## SKILLS

Creativity, Critical Thinking, Enthusiasm, Interpersonal Skills, Leadership Skills, Problem Solving, Responsibility, Teamwork Skills;

## WORK EXPERIENCE

### **Toptal**

Back-end Software Engineer - *August 2022 - February 2023* - 6 months

- Worked on automating escalation approval of talent and company rates for enterprise clients;
- Worked on building an all-time available pricing calculator engine to give fast and reliable talent and company rates information for all stakeholders involved in the recruiting process

### **Fretadao**

FullStack Software Engineer - *January 2022 - August 2022* - 8 months

- Responsible for web and mobile development with Ruby;
- Responsible for (re)designing and improving current and new projects regarding technology within the transport industry

### **Quez Media Marketing**

Lead Software Engineer - *May 2021 - January 2022* - 8 months

- In charge of managing developer teams by intermediating client and developer expectations to fulfill domain requirements;
- Responsible for orchestrating the development and integration resources

*Software Engineer - October 2015 - May 2021 - 5 years, 6 months*

- Led and attended several exciting web projects within different contexts;
- Responsible for web apps development with Ruby on Rails framework.
  - Domains: Multi-Tenant, Containerization, CMS, REST API, Web Services;
  - Tools: C66, DigitalOcean, Codeship, Amazon S3;
  - Philosophies: Scrum, Solid, DDD, TDD.

**Internet Sistemas** - Backend Developer

*August 2015 - October 2015 - Total: 2 months*

- Developed a task management tool with Ruby on Rails framework to calculate user proficiency;

**ELTE University** - Trainee developer

*January 2015 - August 2015 - Total: 7 months*

- Built a Prezi integration plugin using Ruby on Rails into Canvas Learning Management System

**Eugene (own startup)** - Game Developer

*October 2014 - March 2015 - Total: 5 months*

- Implemented a Unity3d based game for teaching children the basics of Math by raising a virtual pet-like character.

**Programming, Modeling and Analysis Laboratory (LAMP)** - Software Developer

*January 2013 - September 2014 - Total: 1 year, 8 months*

- Built an administrative tool using python and Odoo ERP, previously called OpenERP;
- Designed and implemented a Laboratory rental system to be used by the university members. It was done using python and AngularJS;
- Developed an android-based system to manage field research reports

**Digital Inclusion Center (CID - UFAL) - Software Trainer**

*March 2012 - September 2014 - Total: 2 years, 8 months*

- Taught students on using operating systems and their main tools such Microsoft Office programs
- Designed and taught course content for helping students to get used with university tools

EDUCATION

**Federal University of Alagoas (UFAL) - B.Sc. in Computer Science**

2011 - 2019, Alagoas - Brazil

- Submitted a term paper on a voting system using HyperLedger Blockchain;

**Eötvös Loránd University (ELTE) - Exchange program, Science Without Borders**

Mar/2014 - Aug/2015, Budapest - Hungary

- Relevant Subjects Taken: Web Engineering, High Assurance Object Oriented Software Engineer, Functional Programming, Agile Project Management (Scrum), Web Security, Design of Distributed Systems

## AWARDS

- Agile Project Management Training (ELTE university)
- Intensive Professional English Language Course (ELTE university)
- Unity 3D Game Development and Design ([Udemy](#))

## LANGUAGE AND SKILLS

- **Languages/Engines:**
  - Ruby/Rails, Elixir/Phoenix, Node.js/Express.js/NestJs, React.js, Unity3d
- Deployment using platform:
  - Docker tools, Codeship, Gitlab, Cloud66, DigitalOcean, Heroku, AWS;
- Databases:
  - Postgresql, Mysql, *ElasticSearch*

## SIDE PROJECTS

- [hhernani.com](#): Personal landing page.
- [Product Management](#): Swagger documented Rails API + React app. It contains separation of concerns, basic repository pattern, DDD, and Dependency. Well tested.
- [Github Scrapper](#): Standard Rails system with well-known patterns such as presentation objects, service objects, fat-ish models, and thin controllers and rspec-covered for scrapping github profile through background jobs.
- [Voting App](#): A Ruby On Rails [voting system](#) with [Hyperledger blockchain](#) organized with Business Network Archives and a [private network](#).
- [Virtual Reality Class](#): A [server](#) to manage presentations and a [virtual class](#) built with C#/Unity3d to allow a virtual character to show its presentations in a [virtual environment](#).
- **Others:** [TinyUrl](#), [Completeness Track Service](#), [Prezi Tool Provider](#), [Compiler project](#), [Simple money-focused ORM](#), [Discourse Sync Settings](#). See more at: [github.com/hugohernani](https://github.com/hugohernani)