

# Guilherme Yuri Bermêo Costa

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## PROFESSIONAL SUMMARY

Senior Front-End Engineer & UX Analyst with 10+ years delivering responsive, high-performance web apps. Specialized in React, Next.js, TypeScript, Tailwind CSS, and MUI. Proven record modernizing legacy systems, building accessible (WCAG 2.1) interfaces, and collaborating in agile, cross-functional teams. Experienced with SSR/ISR, performance optimization, and E2E testing (Cypress). Holds Google Associate Cloud Engineer Certification (Feb 2025–Feb 2028). Fluent in Portuguese; proficient in English (IELTS 7.0). Open to remote roles across Canada and relocation.

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## PROFESSIONAL EXPERIENCE

### Senior Software Engineer

**First Decision** • Brasília, Brazil  
*December 2023 – Present*

- Led front-end development with Next.js 14, React, TypeScript, and MUI, improving UX and dev workflows.
- Architected data-fetching and caching layers with TanStack Query to optimize API interactions and performance.
- Enforced code quality and consistency using ESLint rules, SonarQube scans, and automated CI pipelines.
- Collaborated with back-end (Nest.js, OracleDB) and design (Figma) teams to deliver scalable UI components.

### Key Project & Contributions

- **Novo Promoção (2023–2025)**
    - Rebuilt a nationwide legal promotions platform for Brazil’s Attorney-General’s Office (AGU), replacing a .NET legacy system.
    - Engineered the UI in Next.js, React, TypeScript, and TanStack Query to handle complex business rules and high loads.
    - Delivered an accessible, performant interface adopted across federal legal departments.
  - **HarPIA (2025–Present)**
    - Internal Python ETL for public oversight data using a modular DMOT architecture (Data Model, Orchestrator, Transformer) and SOLID principles.
    - Async pipeline (asyncio/aiohttp) with intelligent caching and PDF→Markdown conversion (Docling); tooling: uv, pytest/pytest-asyncio, Ruff, Pyright.
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## Senior Front-End Engineer

**TTY2000** • Brasília, Brazil

*April 2023 – November 2024*

- Developed and maintained React/Next.js 13 applications with TypeScript, MUI, Tailwind CSS, and Cypress end-to-end tests.
- Refactored legacy PHP front-ends into modular React components, improving maintainability and performance.
- Containerized services with Docker and deployed via Rancher; integrated Nest.js microservices for data processing.

### Key Projects & Contributions

- **Programa de Gestão e Desempenho (2023–2024)**
    - Co-developed a performance management system for AGU with React, Next.js, TypeScript, and TanStack Query.
    - Delivered features for goal-setting, progress tracking, and automated feedback; system adoption studied in an FGV PhD thesis:
      - *“Programa de Gestão e Desempenho (PGD) na administração pública: efeitos motivacionais nos servidores da AGU”*
      - [Thesis link](#)
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## Front-End Engineer & UX Consultant

**TTY2000** • Brasília, Brazil

*September 2022 – April 2023*

- Built interactive components using React, Next.js 13, MUI 5, Tailwind CSS, and React-Hook-Form for enterprise applications.
  - Partnered with UX designers to translate wireframes into polished, accessible interfaces.
  - Managed deployments and microservices orchestration with Docker, Rancher, and Azure DevOps.
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## Front-End Engineer

**Advocacia-Geral da União (AGU)** • Brasília, Brazil

*January 2022 – September 2022*

- Modernized internal legacy systems using HTML5, CSS3 (SASS, Tailwind), JavaScript/TypeScript, and PHP backends.
  - Standardized UI libraries (Bootstrap, Bulma) and introduced React and Vue.js components to enhance user workflows.
  - Ensured cross-browser compatibility and accessibility compliance (WCAG 2.1).
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## Senior UX Designer

**Advocacia-Geral da União (AGU)** • Brasília, Brazil

*September 2018 – January 2022*

- Led SCRUM teams to deliver user-centered web interfaces for government applications.
  - Produced high-fidelity prototypes in Figma and Adobe XD; ran usability tests and drove iterative improvements.
  - Collaborated with developers to integrate designs into production, maintaining visual consistency.
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## Operations Analyst & UX Designer

**BBTS (Banco do Brasil Technology Branch)** • Brasília, Brazil

*April 2015 – September 2018*

- Designed and prototyped banking interfaces using Axure RP, Figma, and Sketch.
  - Developed front-end features for the Banco do Brasil mobile app; collaborated with back-end teams on API integration.
  - Conducted UX research and A/B tests to validate design decisions.
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## Graphic Designer (Freelance)

**Redbubble** • Remote

*October 2011 – November 2014*

- Created and marketed original t-shirt and merchandise designs using Inkscape, GIMP, and Adobe Illustrator.
  - Managed end-to-end design projects, enhancing visual branding for online storefronts.
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## Administrative Assistant (Accounting Clerk)

**CAER (Roraima's Water and Sewage Company)** • Boa Vista, Brazil

*June 2011 – December 2012*

- Processed financial documents, maintained accurate records in TOTVS ERP and MySQL databases.
  - Supported month-end closing activities and database reconciliation.
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## EDUCATION

- **Graduate Specialization in Digital Game Development**, Faculdade UniBF – 2023  
*Thesis: "Leitmotif, Sound Design, Horizontal Re-sequencing & Vertical Re-orchestration: Introduction to Narrative in Music"*
  - **Graduate Specialization in Public Relations, Advertising & Applied Communication**, Faculdade UniBF – 2021
  - **Technology Degree in Systems Analysis & Development**, Faculdade Cathedral – 2014
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## TRAINING & CERTIFICATIONS

- Associate Cloud Engineer Certification (CERT-A-ACE: 163700) - Google, 2025
- React Complete with Hooks (36h) – Origamid.dev, 2022
- Motion Design (110h) – Alura, 2021
- Game Design (60h) – Alura, 2021

- Agile Scrum Methodology (20h) – SENAC (Brasília, DF), 2019
  - HTML & CSS (52h) – Alura, 2016
  - Administrative Assistant (800h) – SENAI (Boa Vista, RR), 2012
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## LANGUAGES

- Portuguese (Native)
  - English (IELTS 7.0 General Training)
  - French (DELF A2)
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## ADDITIONAL PROJECTS & ACHIEVEMENTS

- **QMK Keyboard Community:** Contributed to firmware (BM40v2, CRKBD) including a Neo-Latin keymap in QMK; [published keymap](#).
  - **A1Z26 – O Enigma do Sol Oculto:** Web-based A1Z26 cipher tool to prevent conversion/summing errors for a Brazilian CYOA gamebook, enabling accurate in-game enigmas. [Visit](#)
  - **Creative Coding (Generative Art):** JavaScript + canvas-sketch project generating experimental visual outputs; explores rendering performance and creative algorithms. [Gallery](#)
  - **Come Out Fighting (Unity/C#):** Turn-based strategy (game jam). Implemented gameplay systems in Unity/C# (random tile destruction, resource management) and produced the original soundtrack; roles spanned game design, development, and audio. [Page](#)
  - **Cthulhu Ate My Soldiers (Unity/C#):** Tower-defense + brawler hybrid built with Unity 3D; contributed game design, art, and coding, including mechanics and progression tuning. [Page](#)
  - **Open Source:** Front-end contributor to [ProjectMate](#) and a Dungeons & Dragons hotsite; collaborator on SkynexUI.
  - **Research & Publications:** Authored a 2023 thesis on elements of narrative in music. [Download](#)
  - **Creative Work:** Composer of original soundtracks published on [Spotify](#).
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## TECHNICAL SKILLS

- **Languages & Frameworks:** JavaScript, TypeScript, React, Next.js, Vue.js, Angular, Blazor, GraphQL, Node.js, Python
- **CSS & UI Libraries:** HTML5, CSS3, SASS, Tailwind CSS, Bootstrap, Bulma, Material-UI (MUI)
- **Tools & Platforms:** Git, GitLab, Azure DevOps, Docker, Rancher, Vercel, SonarQube, SonarLint, DBeaver, CI/CD pipelines, uv, Ruff
- **Databases:** Oracle SQL, Microsoft SQL Server, MySQL
- **Design & Prototyping:** Figma, Adobe XD, Axure RP, Sketch
- **Other:** C#, Unity, Expo, Firebase, React Hook Form, Zod