

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).

PROFESSIONAL EXPERIENCE

Senior Software Engineer

First Decision · Brasília, Brazil

December 2023 – Present

- Led front-end development with Next.js 14, 15 and 16, 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)**
 - Developed an automated ETL system for the Attorney-General's Office (AGU) in partnership with the Federal Court of Accounts (TCU) for internal process data sharing.
 - Engineered using Python and Apache Airflow on Oracle Cloud, utilizing aiohttp for high-performance extraction and Pydantic for data validation.

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](#)

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.

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).

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.

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.

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.

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.

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

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

LANGUAGES

- Portuguese (Native)
- English (IELTS 7.0 General Training)
- French (DELF A2)

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](#).

TECHNICAL SKILLS

- **Languages & Frameworks:** JavaScript (ES6+), TypeScript, React (Hooks, Context API), Next.js (SSR, SSG), Node.js, Python, Vue.js, Angular
- **Architecture & Principles:** Microservices, RESTful APIs, GraphQL, Clean Code, SOLID, Web Accessibility (WCAG 2.1), Agile/Scrum
- **CSS & UI:** Tailwind CSS, Material-UI (MUI), SASS, HTML5, CSS3, Bootstrap, Bulma
- **Tools & DevOps:** Git, Docker, Kubernetes, Rancher, Azure DevOps, Vercel, CI/CD, SonarQube, Jest, Cypress, uv, Ruff
- **Databases:** Oracle SQL, MySQL, Microsoft SQL Server
- **Design:** Figma, Adobe XD, Sketch, Axure RP