

GUILHERME FERREIRA

BRAGA, PT

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EXPERIENCE

Frontend Web Developer (Intern)

Jun 2025 – Jul 2025

Yari Labs

- Developed scalable frontend architecture of a dashboard for a real-world web application dashboard using **Vue.js** and **TypeScript**.
- Collaborated in an agile team of 5 frontend developers and a project team of 15 interns, implementing clean code standards to ensure long-term maintainability and ease to collaborate for future devs.

Co-Director (Social & Partnerships) & Tech Contributor

Feb 2025 – Present

CeSIUM (Software Engineering Nucleus)

- Leadership:** Promoted from Volunteer to Co-Director; managing collaborators and empowering students through partnerships and social activities.
- Contributor to CAOS:** Contributor to **Pombo**, the internal schedule management tool used by **800 students**.
- ENEI Tech Team:** Developing the official event platform (National Meeting of Informatics Students), housing **games, info,** and **business logic** for **300+** attendees.
- Staff at BugsByte:** Mentoring participants in web development, helping them debug code, understand the ecosystem, and resolve complex technical issues.

Champion & Mentor (Chapter Lead)

Oct 2025 – Present

CoderDojo Braga

- Directing a group of **80+ active mentors**, coordinating the logistics of **50 mentors** and **50 children** per session.
- Overseeing cross-functional departments such as **Marketing and Curriculum**, ensuring alignment between educational content and session delivery.
- Serving as the primary liaison for **parents** and **internal teams**, managing communication channels to resolve conflicts and ensure organizational transparency.

Co-Organizer (CoderCamp)

Mar 2025 – Jul 2025

CoderCamp Braga

- Orchestrated** the full lifecycle of a week-long Summer Camp, directing a **cross-functional team of 50 volunteers** across logistics, pedagogy, and engagement.
- Designed and supervised** the technical curriculum for **30 participants** (ages 10–17), integrating coding workshops with outdoor soft-skills activities to foster holistic growth.
- Managed **project planning and resource allocation**, optimizing schedules and team assignments to ensure high-quality delivery under tight deadlines.

EDUCATION

Bachelor in Software Engineering - Current Grade: 15.4 / 20

2024 – Present (Exp. 2027)

University of Minho

PROJECTS

Pearl (ENEI Event Platform)

- Selected** to join the core development team to engineer the digital experience for **300+ attendees**, ensuring high reliability during the event.
- Developed **device-agnostic** and fully adaptive interfaces using **Phoenix LiveView**, guaranteeing a seamless experience from mobile phones to large desktops.
- Translated design concepts into high-fidelity, engaging UI components, focusing on **visual hierarchy** and **micro-interactions** to keep users engaged.

FlyData (High-Performance DB)

- Engineered a custom in-memory database engine in **C**, achieving a **perfect 20/20 score**.
- Optimized parsing throughput via **SIMD, concurrency, branchless programming, and memory mapping**, minimizing footprint through custom **data structures** leveraging proper **algorithms**.
- Conducted **profiling** to identify hot paths and unoptimized sections, resulting in a **cache-friendly architecture** with minimal memory overhead.

SKILLS

Frameworks: Vue.js, Phoenix LiveView

Languages (main): **C, Elixir, TypeScript**, Haskell, SQL, Java, Python

Tools: Git, Linux, Nix

Languages: Portuguese (Native), English (Fluent - C1 Certified)

Soft Skills Teamwork | Determination | Ease to adapt to new environments/languages