

# Guilherme Bermeo



// Front-end Web Developer    `const telephone = "+55(61)99634-2237";`    `const email = "guilherme@bermeo.dev";`

## EXPERIENCE

- Present**    **Front-end Developer**    @TTY2000  
Development of new systems in Typescript with Next.js architecture (React.js), components created from scratch with TailwindCSS and back-end in Node.js.
- 09.2022**
- 09.2022**    **Front-end Developer**    @AGU  
Development of new interfaces for legacy systems and new internal web tools with the support of the National Press, using Blazor, Bootstrap, and Tailwind CSS.
- 01.2022**
- 01.2022**    **Senior UI/UX Designer**    @AGU  
Requirements analysis and mobile application development using Microsoft Powerapps.  
Creation of icons and brand book for internal use by the Technology Board.
- 09.2018**    Front-end development in projects from the Portal do Governo Plone and service management system to SAD/DF, OTRS.
- 09.2018**    **UI/UX Designer**    @BBTS  
Development of a new Project within the collaboration of the Director's Board focused on accounting management for companies through high-fidelity prototyping and extensive internal testing with high-fidelity prototyping.  
Creation of wireframes, mockups, and high-fidelity prototyping using Axure RP for documentation validation and experience improvement in Banco do Brasil products, including experiences and icons developed and tested for BB's mobile app in versions 2 and 3, with more than 50 million downloads and a 4.5 rating on Google Play.
- 04.2015**    Front-end development of projects for the 'Portal de Defesa do Consumidor' and internal tool SINDEC using Bootstrap.
- 12.2012**    **Administrative Assistant**    @CAER  
Preparation and analysis of trial balances, ledgers, statements of movements by accounts, balance sheets, and depreciation reports for assets, in addition to making entries using TOTVS systems manually or using MySQL language when necessary.
- 06.2011**

## SKILLS

- |              |            |           |             |          |           |
|--------------|------------|-----------|-------------|----------|-----------|
| HTML & CSS   | React      | Git       | Logic Pro   | C#       | Node.js   |
| Tailwind CSS | Javascript | Unity     | Illustrator | Vercel   | Spline 3D |
| Bootstrap    | Typescript | PowerApps | Lightroom   | Adobe XD | InDesign  |
| Figma        | Vue        | FMOD      | Axure RP    | Blazor   | PHP       |

Approved in the LinkedIn Skills Assessment Test.

## EDUCATION

- 2022**    **Postgraduate Degree**  
**Digital Games Development**  
Instituto Brasileiro de Formação
- 2020**
- 2021**    **Postgraduate Degree**  
**Teaching in Communications with Emphasis in Publicity and Advertising**  
Instituto Brasileiro de Formação
- 2020**
- 2014**    **Undergraduate Degree**  
**Analysis and Development of Computer**  
Faculdade de Ensino Superior Cathedral
- 2011**

## COURSES

- 2022**    **React Complete with Hooks (36h)**    Origamid
- 2021**    **Motion Design (110h)**    Alura
- 2021**    **Game Design (60h)**    Alura
- 2019**    **Agile SCRUM Methodology (20h)**    SENAC/DF
- 2016**    **HTML & CSS (52h)**    Alura
- 2012**    **Administrative Assistant (800h)**    SENAI/RR

## CERTIFICATES

- 2021**    **Diplome d'Etudes en Langue Française A2**  
Alliance Française de Brasília
- 2019**    **Scrum Foundation Professional Certificate**  
CertiProf

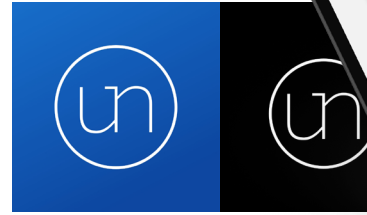
## PORTIFOLIO

### ○ Unio

The Attorney General's Office has about 48 systems in use, most of them with the same source code in asp since the 1990s. Unio is a long-term project to rewrite all of these systems on a single platform, using the infrastructure of the organization's leading software, SAPIENS, to be integrated other systems modularly.

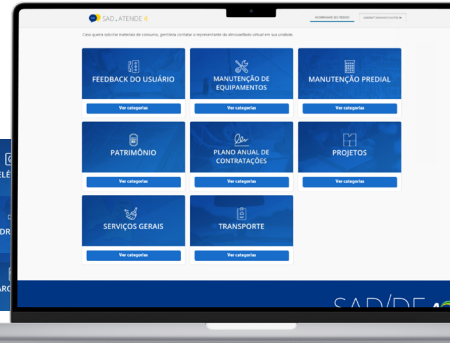
unio AGU  
Sistema de Gestão Unificado

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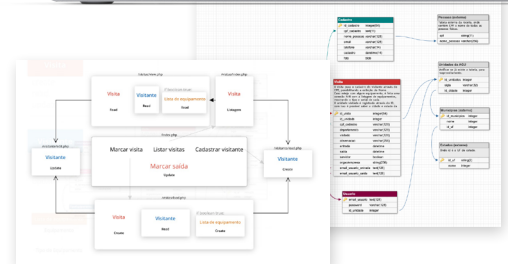
### ○ SAD.Atende

Project to customize the Service Management System to standardize it according to the organization's visual identity. In a two-person team, I took care of the front-end (HTML, CSS, and javascript), making 261 unique images to work around the limitations of the base system.



### ○ Visitors Management System

Development of a new system based on legacy system (ASP) with high fidelity functional prototype developed in Microsoft PowerApps with MySQL database with end-user tests. During the subsequent development, besides the front-end, I also acted as Scrum Master, making the program flowchart and the database schema.



### ○ Brand Book DTI / AGU

Definition of style guideline and design system based on Google Material Design's best practices to standardize development projects within the Technology core of the General Advocacy of the Union and the new logo of the Information Technology Directorate.



### ○ AGU's School Mobile App

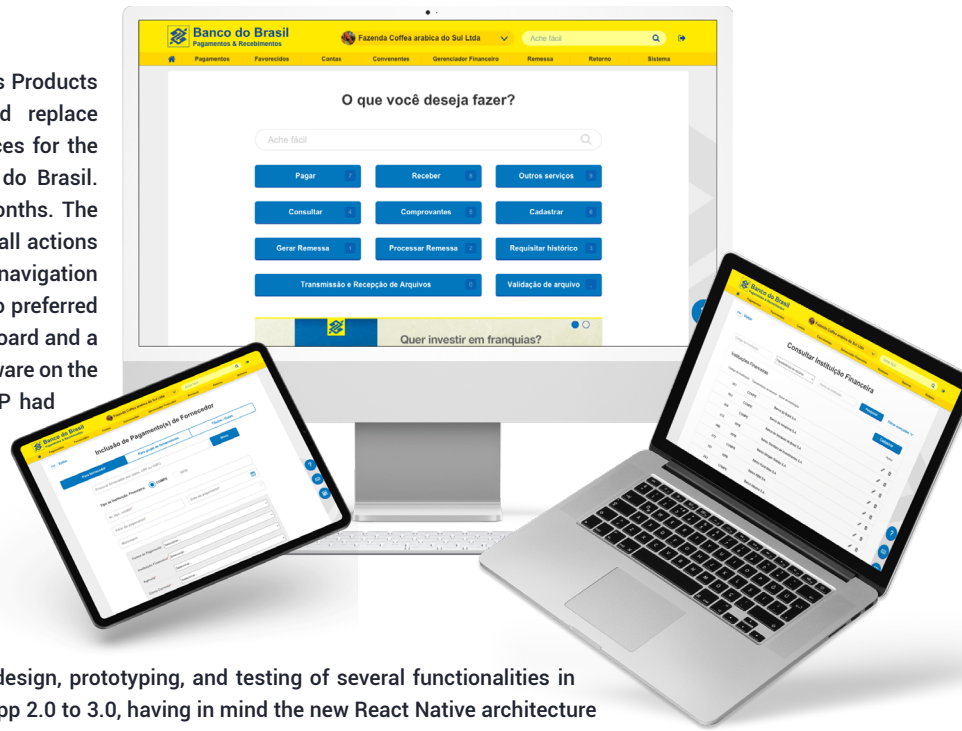
This project started as a high-fidelity prototype made in an experimental technology from Microsoft called Power Apps for the future development of a mobile app developed in React Native. Six months into the project, the prototype had such high fidelity, connected to the MySQL database, that the Project Owner decided to use the prototype as the final application.

The PowerApps software did not make the platform to support the 11,000 members present at the Advocacia-Geral da União who could use the app to register for events, courses, and lectures, but with the use of views and prior filtering, we were able to launch successfully. The launch was reported in specialized media, and by 2021, the app had 4,000 active users and about 500 simultaneous daily accesses.

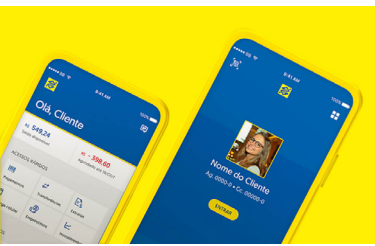


## ○ Business Management Software

Software conceptualized at the Directorate of New Business Products at Banco do Brasil. Management software that would replace Gestão BB, facilitating payments, receipts and other services for the accounting sector of legal clients (companies) of Banco do Brasil. The project was conceived and tested internally for six months. The main idea behind this software was that the user could do all actions without using the mouse. The inspiration for this keyboard navigation functionality came from the observation of legal clients who preferred using an older, monochromatic system to use only the keyboard and a responsive UI that could not be obtained with the "new" software on the market. Therefore, the high-fidelity prototyping in Axure RP had 47 screens, with dynamic forms and 100% keyboard-only practical use, for future proofs of concept.



## ○ BB Mobile App (version 3)



Working on the conception, design, prototyping, and testing of several functionalities in the migration of the Mobile App 2.0 to 3.0, having in mind the new React Native architecture where it is no longer necessary to use native components of each technology (swift for iOS and java for Android), allowing much more freedom and unity between versions.

With the new library of its components, we could develop a credit card screen with much creative freedom. The UX team did part of the testing with external user research in test groups, internal groups, the Wizard of Oz method, and A/B testing. The development of the new interface lasted two years, including the design and testing phases, which, thanks to the modularity of the app, allowed us to develop different parts simultaneously.

## ○ SINDEC

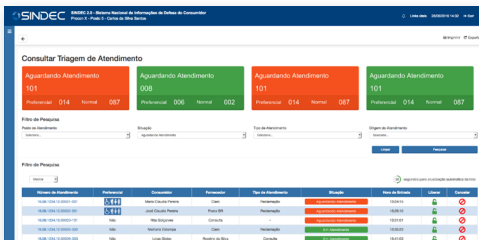
Front-end development of the National Information System of Consumer Protection, internal software used in the management of services provided by PROCON (Consumer Protection and Defense Program) in all states of Brazil. The development of the components was based on the Google Material Design guideline and on the style guidelines of the platform itself (Bootstrap) with adaptation to the new visual identity of the organization.

## ○ Consumidor.gov.br

New consumer protection portal (consumidor.gov.br) with motion design in high-fidelity prototyping in Axure RP, A/B testing with internal groups, and subsequent front-end development of the page.

## ○ Infrastructure Project Management

The Infrastructure Projects team requested software for internal use from Banco do Brasil. It was a service order manager that had a conception period of 3 months, where I worked on the front-end development using bootstrap.



## ○ BB Mobile App (version 2)

High-fidelity prototyping in Axure RP of the "new" Banco do Brasil's application, with the development and testing of new features with internal user group testing. The big challenge of version 2 of the Banco do Brasil's Mobile application was to have three different versions for each platform (Android, iOS, and Windows Phone). Each one had its limitations, so each new feature must be designed and tested at least three times. I was responsible for most of the 2011 application (1.0) adaptation to the 2.0 version with a new look and feel published in 2014, changing from an iframe architecture to native component architectures (swift, java, and c#, according to mobile platforms).

