

Paulo Guerra Figueiredo

Software Engineer, MSc in Computer Science

Profile

Experienced software engineer with a passion for creating user-focused solutions that make technology enjoyable and intuitive. My journey began with a background in electronics, where I developed a deep curiosity about how software enhances human interaction with technology. This curiosity led me to pursue a Master's in Computer Science at UIC. With over a decade of experience, I've taken on diverse roles—from mentoring aspiring developers to implementing end-to-end software solutions for global clients. I thrive on solving complex challenges, whether it's engineering seamless user experiences or optimizing intricate systems. I am a lifelong learner, constantly exploring new technologies and methodologies—not just to stay up to date in the ever-evolving tech landscape but because I'm genuinely fascinated by how things work and driven to build better, smarter solutions.

Experience

Verndale – <https://www.verndale.com>

Associate Front-End Architect | *January 2024 – Present*

- Documenting UI architecture, interactions and behaviors, and leading at least 1 code review per day to guarantee a minimum of 95% adherence to established standards and guidelines for more than 5 concurrent build and optimization projects.
- Spearheading client retention efforts, successfully recovering 2 at-risk accounts and implementing strategies that resulted in renewal contract signings, contributing to improved customer loyalty and sustained revenue.

Lead Front-End Engineer | *January 2023 – December 2023*

- Won an AI-Driven Product hackathon by architecting, developing and delivering a fully functional prototype in 72 hours that achieved a 92% positive user feedback rating from the judges.
- Architected and developed an animation framework using web components which has helped reduce the time to implement common and reusable animations by 60% in build projects.
- Migrated the in-house front-end toolkit to Vite, helping reduce build and hot reload times by at least 40%.

Senior Front-End Engineer | *August 2021 – December 2022*

- Translated functional and technical requirements into successful project deliveries for both mid-sized and Fortune 500 companies. This contributed to our team achieving a \$7 million sales target and attracting a minimum of five new clients to the company.
- Implemented a set of React components within a large-scale web application, integrated with IBM's Carbon Design System, resulting in a 30% reduction in implementation time.

Dorfjungs – <https://dorfjungs.com>

Creative Front-End Developer | *April 2021 – November 2021*

Personal Info

Location

Quito – Ecuador

Email

paulo.guerra.figueiredo@gmail.com

Phone Number

+593-98-448-0441

LinkedIn

linkedin.com/in/paologuerraf

Www

codecans.dev

Languages

Spanish

Native proficiency

English

Professional proficiency

Portuguese

Professional proficiency

- I conceived and crafted captivating, creative, and interactive web animations for projects that received an honorable mention from Awwwards and CSS Site of the Day recognition.

Universidad de las Américas – <https://udla.edu.ec>

Assistant Professor | September 2014 – August 2021

- I taught courses in Interactivity, Physical Computing, Web Technologies, and Video Game Development, leading to a 50% increase in graduate studies in Interaction Design and related fields.

University of Illinois at Chicago – <https://www.uic.edu/>

Learning Technologies Laboratory | August 2013 – August 2015

- Re-designed and implemented a location-based tracking system using Bluetooth Beacon (Estimote® and Gimbal®) technology.
- Developed and implemented a Microduino®-based system to remotely control LED lights for a classroom-oriented representation of gerbils' foraging behavior data.
- Developed a physical interface for natural phenomena visualization using Arduino-based tangible robots guided by a Java controlled graphics display and C++ fiducial tracker

Education

May 2013
Chicago, USA

University of Illinois at Chicago
Master of Science in Computer Science, Human Centered Computing

Jun 2008
Quito, Ecuador

Universidad San Francisco de Quito
Bachelor of Science in Electronic Engineering

May 2004 - May 2005
Urbana – Champaign, USA

University of Illinois at Urbana-Champaign
Exchange Program in the Electrical and Computer Engineering

Latest Project

Storybook MSW

An MSW addon including a control panel that enables interaction and manipulation of mock requests within Storybook.
<https://github.com/offbeat-dev/storybook-msw-addon> <https://www.npmjs.com/package/storybook-msw-addon>

Publications

Back to the future: embodied classroom simulations of animal foraging

Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction. 2014. Alessandro Gnoli, Anthony Perritano, Paulo Guerra, Brenda Lopez, Joel Brown, and Tom Moher.
<https://dl.acm.org/doi/10.1145/2540930.2540972>

RemoteBunnies: Multi-Agent Data Mapping Between Physical Environments

Proceedings of the 8th International Conference on Tangible, Embedded and Embodied Interaction. 2013. Paulo Guerra
<https://dl.acm.org/doi/10.1145/2460625.2460687>

Personal References

David Bergmann
Front-End Director, Verndale

Alessandro Gnolli
Engineering Captain, Google

Brenda Lopez Silva
Scientific Programmer, NASA