Guilherme Doval

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Summary

Senior Full-Stack Software Engineer with 7+ years building scalable user-facing applications and internal tools. Expert in React/Next.js ecosystems with strong backend foundations and unique design/UX perspective. Experienced in remote collaboration across global teams with focus on delivering high-quality frontend experiences that drive user engagement and business outcomes.

Skills

- Frontend Development: React, Next.js, TypeScript, Tailwind CSS, Modern CSS, Component Architecture
- Full-stack: Node.js, NestJS, PostgreSQL, GraphQL, REST APIs
- Design: Figma, Design Systems, Accessibility (WCAG), User Experience
- Quality & Testing: Vitest, Playwright, Jest, CI/CD, Code Review, Performance Optimization
- Remote Collaboration: Clear Communication, Interdisciplinary Teamwork, Stakeholder Collaboration, Documentation

Experience

Epic Games May 2023 - Aug 2025

Full Stack Software Engineer

Remote

- Developed and shipped internal business tooling platform serving hundreds of users across Creative and Operations teams, focusing on intuitive user interfaces.
- Migrated legacy admin dashboards to Next.js with server components, achieving 50% faster page load times and significantly improved user experience.
- Built responsive, accessible interfaces using Next.js, TypeScript, and TailwindCSS with focus on cross-browser compatibility and performance.
- Collaborated closely with UX designers to implement pixel-perfect designs while advocating for technical feasibility and optimal user experience.
- Implemented comprehensive testing strategy with Vitest and Playwright, maintaining high code quality standards and reducing bugs.
- Contributed to frontend architecture decisions and component patterns used across multiple product teams, ensuring consistency and maintainability.

AQUIRIS Aug 2021 - May 2023

Frontend Software Engineer

Remote

- Developed, shipped and maintained marketing websites and campaign landing pages using JAMStack (Next.js, React), prioritizing user experience, visual fidelity, and SEO.
- Collaborated closely with UX/UI designers to translate high-fidelity designs into reusable, performant components with attention to design system consistency.
- Implemented A/B testing integrations and analytics tracking, contributing to 20% increase in user engagement across key pages through data-driven optimization.
- Refactored and modernized legacy codebases, reducing bundle size by 30% and improving maintainability through improved component architecture.

Full Stack Software Engineer

- Delivered 15+ custom websites for clients across healthcare, legal, education, and architecture industries, with focus on performance, accessibility, and user experience
- Implemented headless CMS integrations (WordPress, Strapi) and custom APIs to meet diverse client requirements while maintaining excellent user interfaces
- Provided ongoing maintenance, feature enhancements, and performance optimization based on user feedback and analytics data

Education

IADE - Creative University

2017 - 2019

M.A. in Design and Visual Culture

Lisbon, Portugal

- Specialized in Human-Computer Interaction and User Experience Design
- Thesis: Experience Design and Semiotics
 –exploring the intersection of user experience, symbolism and immersive storytelling in videogames.

UniRitter 2013 - 2017

B.Tech in Video Games Development

Porto Alegre/RS, Brasil

 Relevant coursework: C, C#, OOP & SOLID, Data Structures & Algorithms, SQL & PostgreSQL, Git & Agile development.