

BIANCA BEPPLER DULLIUS

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EDUCATION

Bachelor of Computer Science, Federal University of Pelotas

Expected 2025

SKILLS

Technical Skills Node, React, TypeScript, AWS services, Docker and Firebase.

Soft Skills Problem-solving abilities, Communication and teamwork skills

EXPERIENCE

Fullstack developer

Fev 2021 - Apr 2023

Paipe

Campo Bom, RS

- Developed an application in Kotlin for monitoring product entry and exit in the inventory, integrated with the Zebra barcode reader. I collaborated on backend development using Node.js, TypeScript, and Docker.
- Developed new features on a web platform in React with TypeScript and GraphQL for real-time monitoring of water pumps by region.
- Provided support for applications in Kotlin, React Native, and Node.js.
- Participated in the development of a product catalog web platform using React.
- Contributed to a digital wallet project, integrating with the “Pagar.me” service for payments and developing new features, such as refund service integrations, using Node.js with Firebase for the backend, built in a serverless architecture.

Fullstack developer

Jan 2020 - Feb 2021

Garupa App

Campo Bom, RS

- Developed a web application for regional managers, developing the frontend in React and the backend in Node.js, enabling real-time tracking, among other features.
- Participated in the migration of app to React Native.
- Developed new features for a Kotlin app.

PERSONAL PROJECTS

Codenames Game API. Developed an API for the popular game “Codenames,” enabling online multiplayer functionality. This project involved the use of Node.js for server-side scripting, WebSockets for real-time communication, AWS EC2 for cloud hosting, and MongoDB for database management. ([Github](#))

WebGL Project. WebGL-based game project. The game allows users to decorate a virtual space, utilizing WebGL for rendering graphics. The repository includes a combination of HTML, JavaScript, CSS, to create the game’s interface and functionality, and use of WebGL for creating interactive 3D environments in a web application. [Try it Here](#)

EXTRA-CURRICULAR ACTIVITIES

- Engaging in the Guriás da Comp. (Computation Girls) initiative, dedicated to promoting inclusion, diversity, and equity for women in computer science education. Contributing to projects like Além de Ada (Beyond Ada), through conducting and sharing Instagram interviews featuring accomplished female researchers from our university. These interviews highlight their careers and innovative projects, serving as a source of motivation and empowerment for aspiring women in the field. ([Instagram](#))
- Taught basic programming and logic classes for high school students in the project “Compile.exe” ([Learn More](#))

- Participating in tutorial education program (PET) ([Learn More](#))
- Research in computer graphics and animation. Specifically, it focuses on character animation and navigation within interactive virtual environments. The research addresses challenges related to character path-following, motion matching, and predictive behavior.

VOLUNTEER ACTIVITIES

- Actively volunteering with AbrigoRS, a platform dedicated to aiding shelters during floods in Rio Grande do Sul. In this role, I provide essential support for the platform, managing tasks such as registering new volunteers, shelters, and identifying the primary needs of those seeking shelter. ([AbrigoRS](#))