



GABRIEL MAY PROCHNOW

WEB DEVELOPER

Date of Birth
15/01/2002

CONTACT

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- Gabriel May
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LANGUAGES

- Native
- Fluent
- Beginner

Professional Summary

Motivated and ambitious Computer Engineering student seeking opportunities in the IT industry. Passionate about expanding my expertise in multiple programming languages and gaining hands-on experience in development methodologies, especially through collaboration with seasoned professionals.

Professional Experience

Walt Disney World Parks and Resorts - MK Attractions (2023/2024)



Worked in the attractions operations of the world's largest theme park during a three-month work exchange program. There, I learned a lot about Disney's customer service methods and the complex logistics involved in ensuring safety and reliability within the company. In addition to customer service and safety, I gained valuable teamwork experience while operating heavy machinery, and managing thousands of guests per hour.

Trixxtem - Web Developer (2022)

- Played a key role in developing various websites and applications for the company. Enhanced screen responsiveness and converted Figma designs into functional web pages using HTML, CSS, and JavaScript.
- Collaborated on backend tasks using SQL and C#, particularly within the ASP.NET Core MVC framework.
- Participated in the development of projects ranging from legal service websites and social networks to more complex solutions, such as a trucker app, where I contributed to both frontend and backend.
- Actively engaged in client meetings, demonstrating new features and ensuring they aligned with client expectations and project goals.

Technical Skills

Programming: C#, C, C++, HTML, JavaScript, CSS
Frameworks: ASP.NET Core MVC
Databases: SQL
Game Development: Unity, Unreal Engine
Software: Microsoft Office, Adobe Photoshop
Additional: Video editing, Customer service, Communication, Teamwork

Courses

B7 Web: Mastered HTML, CSS, and JavaScript fundamentals.
Desenvolvedor.io: Gained proficiency in the ASP.NET Core MVC framework.
Danki Code: Developed skills in game creation using Unity and Unreal Engine.
Udemy: Beginning C++ Programming - From Beginner to Beyond

Education

