GUSTAVO DA HORA

FULL STACK DEVELOPER

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📍 Brazil / Mato Grosso

Portifolio: https://gustavo-dahora.vercel.app/

SUMMARY

Full-stack developer with experience developing modern web applications using React, Next.js, Node.js, Express, Knex, Prisma, and PostgreSQL. Focused on RESTful APIs, clean architecture, and scalable systems. Fluent in English, available to work remotely with international teams. Committed to best practices, code optimization, and continuous learning.

PROJECTS AND CONTRIBUTIONS

- **Web Forum with Next.js**
  Authentication via NextAuth, Prisma ORM, PostgreSQL database in Supabase, and Tailwind CSS.
  Repository: https://github.com/GustaDaHora/xitter

- **Data Management API**
  RESTful API with authentication, password hashing (bcrypt), SQLite with Knex.js, asynchronous error handling, and migrations.
  Repository: https://github.com/GustaDaHora/API

- **Website for solar energy company**
  Landing page with NextJS and CSS, Form validation with Typescript.
  Link: https://synergywebsite.vercel.app/

SKILLS

- Full Stack Development with React.js and Node.js
- Software Architecture and Code Optimization
- RESTful API Development
- Git and Git Flow
- Next.js, Express, Knex, Prisma, SQL
- Troubleshooting
- Project Management Tools Jira, Trello, Notion
- Enthusiastic about data analysis
- Fluent in English

DEGREE

BACHELOR'S DEGREE IN COMPUTER SCIENCE

Mato Grosso State University (UNEMAT) Ongoing, 2024–Present

Relevant subjects: Data Structures and Algorithms, Software Engineering, Databases, Object-Oriented Programming

CERTIFICATIONS

ADVANCED ENGLISH COURSE

Advanced grammar, writing, speaking, and listening skills.
Fluent in English and available to collaborate on international projects.
Completed in 2022

ADDITIONAL INFORMATION

- Available for full-time remote work in an international environment
- Passionate about software development
- Strong foundation in problem-solving, efficient code writing, evaluation, optimization, and debugging, ensuring high-quality software solutions.
- Experience in game development with modeling and animation in Blender, and scripting with Lua in Roblox Studio