James Marques

Full Stack Developer

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PROFESSIONAL EXPERIENCE

Compass UOL, Porto Alegre RS — Full Stack Developer Intern

October 2024 - Presente

Collaborate to develop web and mobile solutions with modern technologies.

Technologies: **React**, **Node.js**, **Next.js, Nest.js, Typescript** and **REST API**.

Yooper Digital Marketing São Paulo SP — *SEO Intern*

January 2023 - October 2024

Content optimization to increase client's organic traffic.

Monitoring SEO metrics using tools such **Google Analytics** and **SemRush.**

Implementation of keywords strategies and competitor analysis, result growth of organic traffic.

Liderança, Barueri SP — Telemarketing Operator

March 2021 - October 2021

Customer service with problem solution and retention.

Developed communication and negotiation skills, dealing with customers in various situations.

EDUCATION

UNIP, Alphaville SP
Computer Science — Undergraduate

January 2022 - December 2025

Main Course: Algorithms and Data Structures, Software Engineering, Artificial Intelligence, Computer Networks, Operating Systems.

Notable projects: Development of a line-following robot with Arduino; Development of a 2D Multiplayer and Cross-Platform game.

ITB, Barueri SP
Technical Course in Informatics

January 2017 - December 2019

Developed a complete music streaming system in C#, covering desktop,

SKILLS

TypeScript

React

Node

C#

HTML/CSS

JavaScript

AWS

PostgreSQL

SQLServer

Nest.js

Next.js

LINKS

GitHub:
https://github.com/JamzMarks

Linkedin:
https://www.linkedin.com/in/james-marques-48828422b/

LANGUAGES

Portuguese- Native
English - C1

CERTIFICATES

TypeScript - **Udemy**
JavaScript - **Udemy**
React - **Alura**
C# - **Alura**
Nest - **Udemy**

web, and mobile platforms.

Implemented features: music playback and playlist management.

PROJECTS

Arduino Line Follower

Developed a line-following robot using Arduino.

Implemented algorithms for sensor reading and motor control.

Optimized logic to ensure precision and efficiency in curves.
Technologies: C++

Multiplayer 2D Game

Developed a 2D multiplayer and cross-platform game with Unity and Photon.

Created characters, animations, and logic for player health and status.
Technologies: C#

Music Streaming

Developed a complete music streaming system available on desktop, web, and mobile platforms.

Implemented music playback, custom playlist creation, and user accounts.
Technologies: C#, ASP.NET, SQL Server, Android Studio, Java

CERTIFICATES

Games Development –
Microcamp
Node – **Udemy**
Modern Web Development –
Cod3r
Web Development –
SerFrontEnd
Metodologias Ágeis – **Synergyc**
Operation System Basics –
Cisco
Ai-Assisted Professional –
Compass UOL