

João Victor Ramiro

Developer and Computer Science Undergraduate

My goal is to learn while I work, obtain knowledge, and add positively to my team. I intend to achieve good recognition in the area where I work through effort.

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EXPERIENCE

Dumativa, Remote — *Game Programmer*

February 2022 - January 2023

I worked as a Game Developer while working with Full Stack, Back End and Multiplayer Server

EDUCATION

Una, Betim — *Bachelor's degree in computer science*

July 2020 - July 2024

Study Computer Science with Projects and Assignments focusing on robust, clean and modular programming

PROJECTS

Hands of Wisp — *First Windows publication*

Team application, where I built a backend for Linux, with appropriate routes and authentication. I hosted the project on a Google Cloud Virtual Machine that I control by SSH protocols. Those responsible for the frontend were able to communicate without errors.

Hands of Wisp — *First Windows publication*

First release on Windows, action RPG style game published on the Steam Sales Platform.

Mobile Publications — *Android / Play Store*

Android application and game developments. Publications on Google Play Store platform. Use of SQL (MySQL) and NoSQL(Firebase) databases in systems.

COMPETENCIES

- API and .Net applications
- Versioning of projects on GitHub
- Use of SQL and NoSQL databases in projects
- Use of Servers and Virtual Machines
- Good practices and communication in teamwork
- Using and studying Unity in 2D and 3D projects for various applications since 2019

SKILLS

C# - Main Language
Python, Java, R
MySQL, Firebase
SQL and NoSQL Database
Game Programming

LANGUAGES

Portuguese - Native
English