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Kauã Fernandes
Backend Developer

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ABOUT

I started programming in 2022 when I was 14 years old through free courses, I fell in love with programming, especially **backend** and then I started on the Cod3r **Java** course, where I really found myself in the middle of programming, from then on I started producing some applications with **Spring Boot** and other systems for training my skills.

EDUCATION

CS50: INTRODUTION TO COMPUTER SCIENCE
2022
Harvard University - Fundação Estudar

SYSTEMS DEVELOPMENT
2023 - 2025
ETEC de Carapicuíba

JAVA: FROM SCRATCH TO PROFESSIONAL
2023
Cod3r Cursos Online - Udemy

VERSIONAMENTO DE CÓDIGO COM GIT E GITHUB
2023
DIO

SKILLS

Java

Kotlin

Spring / Spring Boot

MySQL

PostgreSQL

JavaScript

Git / GitHub

Vue JS

Maven

Gradle

LANGUAGES

Native portuguese

Advanced english

PROJECTS

(GAME) KINGDOM ALGORITHM / 2023 - NOW
GDScript | Godot | Desenvolvimento de Jogos

I'm currently working on a virtual store where the product will be a game also produced by me and my team, if you want to see more about it, take a look at our ***github repository***

CRUD API / 2024
Java | Spring | Spring Boot | PostgreSQL | Docker-Compose

The project that every back end developer should have, a Crud with data persistence, in this project I used my knowledge of Java using spring/spring boot, and postgress as a database, see more in my ***github repository***.

PROJECT QUILOMBOLAS / 2023
JavaScript | Node.js | Vue.js | MongoDB | Fullstack

One of the biggest projects I've ever worked on, most of the quilombolas project with the Vue.js framework for the frontend of the site, and for data persistence in the feedback form at the end of the site we use Node.js together with the express framework and the mongoose data modeling library, if you want, take a look at our ***github repository***.

(GAME) SPACE INVADERS / 2023
Java | LibGDX | Gradle | Backend

My first attempt at developing games in Java, as a challenge, I did it without any type of engine, this project helped me to better understand how graphics libraries work in addition to learning a little about the libGDX framework let's take a look at the ***github repository.***