

Kauan Ramos

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Skills

PROGRAMMING

Languages: **C++**, **C#**, **JavaScript**, **Python**.

Backend: **Asp.net Core**, **Node.js**.

Frontend: **React**, **Tailwind**, **Css**, **Html**.

Databases: **SQL**(**MariaDB**, **MySQL**),

NOSQL(**MongoDB**).

Libraries and Frameworks:

- **.NET** (**Entity** and **Identity** Framework, **JWT**)

- **Node** (**Bcrypt**, **JWT**, **Express**, **Sequelize**)

Testing: **Jest**, **Supertest**.

GENERAL

- Software: **Blender**, **Photoshop**, **Illustrator**, **Premiere**, **After Effects**, **Arduino**.

- Other: **Linux**, **Gerenciadores de pacotes**, **Bash**, **Powershell**, **SSH**, **NGINX**, **GIT**, **AWS**, **Google Cloud**, **IoT**.

LANGUAGES

- English – Cambridge B2

- Portuguese – Native

About

I am a **Game** and **Software** Developer with experience in various technologies, with 2 years of experience working as a **Unity** developer, creating interactions at various corporate events such as Apas, Febraban, and others, where I had the opportunity to develop interactions for the companies participating in these events, interacting with clients from various companies, such as Coca-Cola, Ypê, Caterpillar, Adidas, and others.

Primarily working in the **.Net Game Development** field but also working with **Backend** and **Frontend** Web in **NodeJS**.

Experience

DEVELOPER (UNITY/WEB/.NET) | UBERGEEK TECNOLOGIA INTERATIVA | FREELANCER
NOV/2021 – PRESENT

Frontend: My main tasks include developing applications according to client specifications, adapting UI from **Illustrator** or **Figma** to Web or Desktop, and creating registration forms with backend integration.

Backend: Working with the **.Net** environment, creating registration and authentication using **SQL** databases, performing integrations with various APIs and libraries, integrating with **AWS** services, sending files via email, using **FTP**, creating and deploying web applications in **Node.js** on VPS servers, which included configuring **SSL** certificates and Proxy with **Nginx** via **SSH**.

Game Development: Development using the **Unity** platform, modeling, animating, and modifying 3D models in **Blender**, creating 2D assets such as Sprites and UI, creating and modifying interfaces using **Illustrator** and **Photoshop**.

SEARCH ENGINE QUALITY RATER | QA CONNECT | APR/2022 À JUL/2022

In this role, I used the english language daily, both in tasks requiring interpretation of context and language for assessment purposes, as well as for writing feedback. Improving the advertising services by endorsing and providing feedback on Google ads.

As a result of this project, I contribute to an increase in the variety of AI dice. Reviewing and categorizing several types of ads, with the use of the exclusive classification system of Google's client, was a daily task.

Education

SYSTEMS DEVELOPMENT & ANALYSIS DEGREE

- Institution: UNISANTOS
- Conclusion: 2024

ELECTRICAL & ELECTRONICS TECHNICIAN

- Institution: SENAI ANTÔNIO SOUZA NOSCHESE
- Concluded in: 2022

ADMINISTRATION TECHNICIAN

- Institution: ETEC DONA ESCOLÁSTICA ROSA
- Concluded in: 2021

Certification

- Deployment of Cloud Services | **Google Cloud Foundations**
- M1-DSCLPB - Module 1 – **Basic PLC Software Development** | **BRANQS**
- B2 FIRST | **Cambridge University**
- Props for Games, Blender, NGINX: Web server, Reverse Proxy, and API Gateway,
C++ Language, ASP.Net Core | **Alura**
- Android Development, Web Development | **Univesp - Novotec**
- LGPD, Exploring the 4.0 industry, Exploring 5G | **Senai**