Kauan Ramos

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Skills

PROGRAMMING

Languages: C#, Java, JavaScript.

Game Development: Unity

Backend: Asp.net Core, NodeJS

Frontend: React, Tailwind, CSS, HTML.
Databases: SQL (MariaDB, MySQL, SQLITE), NOSQL (MongoDB).

Other: Docker, RabbitMQ

GENERAL

· **Software**: Blender, Photoshop, Illustrator, Premiere, After Effects, Aseprite.

· **Other**: GIT, AWS, Google Cloud.

LANGUAGES

· English – Cambridge B2

· Portuguese – Native

About

I am a developer with over two years of experience in **Game development** in **Unity**, including **2D** and **3D games**, interactive experiences for corporate events, and website development. My technical experience allows me to develop customized solutions that align with client needs, always utilizing various technologies and frameworks to address different requirements.

Since requirements elicitation is an essential part of my work, I maintain direct communication with various clients from renowned agencies that organize events for major brands such as **Coca-Cola**, **Caterpillar**, **Ypê**, and **Adidas**. This interaction provides me with an in-depth understanding of the needs and expectations of each project, enabling me to translate them into technical solutions that ensure the successful delivery of each project and client satisfaction.

Work experience

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

Game Development: With over two years of experience as a **Unity** game developer**,** I specialize in developing interactive applications and games for corporate events. Within my experience, I have created various types of games, such as **Racing Games, Pinball, Quiz, VR, Memory Games, Rhythm Games (like Guitar Hero), Tetris**, among others.

I also have experience with 3D modeling and modification using **Blender**, creation of 2D assets (Sprites and UI), interface design using **Illustrator** and **Photoshop**, and application development according to client specifications.

Frontend: My main tasks include 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 on **VPS** servers, which included configuring **SSL** certificates and Proxy with **Nginx** via **SSH**.

AI DATA ANNOTATOR | WELOCALIZE | APR/2024 - PRESENT

Annotate data for machine learning purposes.

Essential Duties:
• Data labeling in target language(s) for machine learning on a large variety of tasks, performing research as
needed.
• Determine whether language and style are appropriate to cultural and geopolitical target locale.
• Attention to detail and task instructions applying best practices consistently.
• Adhere to productivity and quality standards.
• Report bugs and issues as they occur.

Education

SYSTEMS DEVELOPMENT & ANALYSIS DEGREE
· Institution: UNISANTOS
· Concluded in: 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**

- Agile Development with Design Patterns | **Instituto Tecnológico de Aeronáutica (ITA)**

- B2 FIRST **| Cambridge University**

- Props for Games, Blender, C++ Language, ASP.Net Core**| Alura**

- React with TailwindCSS | **Alura**

-.NET, Microservices and RabbitMQ | **Alura**

- NGINX: Web server, Reverse proxy and API Gateway | **Alura**

- Secure Development **| Alura**

- LGPD, Exploring the 4.0 industry**| Senai**