

Paulo dos Santos Ribeiro

Junior Developer (Web / C#)

CONTACT

pauloribeirosantos1606@gmail.com
+55 51 98210-3071
São Leopoldo – RS, Brazil
linkedin.com/in/paulo-ribeiro-8101b4216
github.com/PauloSantos05

LANGUAGES

Portuguese – Native
English – Fluent (C1)
Spanish – Basic

TECH SKILLS

C# / . NET
SQL / MySQL
HTML & CSS
JavaScript
REST APIs / JSON
Git & GitHub

SAP Exposure
(ABAP basics,
SAP GUI scripting)

COURSES

Udemy – Web Development Bootcamp (2024-Actually)
Growdev Codaí 2.0 (2023)
Kenzie Academy (2021)

01 Profile

Entry-level developer focused on C# and web technologies, experienced in database modeling and version control with Git. Currently completing a Systems Analysis degree and building real-world projects. Passionate about clean code, automation and delivering solutions that simplify user workflows – eager to grow within the SAP ecosystem.

02 Experience

IT Intern – Technical Support & Automation 2024 – Present

Novo Hamburgo City Hall

Novo Hamburgo – RS, Brazil

- Resolved 50+ hardware/software incidents weekly and automated repetitive tasks with batch scripts and C# utilities.
- Built an internal knowledge-base site (HTML, CSS, JS), cutting troubleshooting time by 25 %.
- Implemented Git for version control of scripts and documentation, improving team collaboration.

Junior Robotics Developer (Arduino) Jul 2021 – Jul 2023

SENAI – Electromechanics Course

São Leopoldo – RS, Brazil

- Programmed Arduino-based robotic arms in C/C++, integrating sensors and stepper motors.
- Developed a PLC-to-Arduino demo showcasing low-cost industrial automation.
- Assisted peers in debugging circuits and firmware, strengthening problem-solving skills.

03 Key Projects

Helpdesk Ticket List (in progress)

- Web app (HTML, CSS, JS) to list and manage support tickets. First UI completed; CRUD backend under development – [Link](#)

Ticket Notification Bot

- Google Apps Script bot that emails alerts whenever a ticket changes status – [Link](#)

Super Mario World (Prototype) Project - Game In Development

- Personal study project replicating core movement and collision logic of Mario and Luigi inspired by the classic SNES game, using Unity Engine and C#.

Developed purely for educational purposes, not affiliated with or endorsed by Nintendo, and not intended for commercial use – [Link](#)

04 Education

Technologist in Systems Analysis & Development

Uniassevi – 2023–Present (5th semester)

Technical Degree in Electromechanics

SENAI, São Leopoldo – RS – Jul 2021 – Jul 2023

05 Certificates

🏆 Advanced English Certificate

Twenty English Course (2023-2025)

🏆 JavaScript Introduction Certificate

Kenzie Academy (2021)

Certificates available: [\[View Certificates\]](#)

06 Interests

- Clean Code & Architecture
- IoT & Arduino Projects
- Artificial Intelligence (AI)
- Continuous Learning

07 References

Available upon request.