Paulo dos Santos Ribeiro

Junior Developer (Web / C#)

CONTACT —

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São Leopoldo - RS, Brazil

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LANGUAGES

Portuguese – Native

English — Fluent (C1)

Spanish — Basic

TECH SKILLS -

C# / . NET ______

HTML & CSS

JavaScript —————

REST APIs / JSON

SQL / MySQL

Git & GitHub

SAP Exposure (ABAP basics,

SAP GUI scripting)

COURSES

Udemy — Web Development Bootcamp (2024-)

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 problemsolving 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 — <u>Link</u>

Ticket Notification Bot

Google Apps Script bot that emails alerts whenever a ticket changes status
<u>Link</u>

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



Education

Technologist in Systems Analysis & Development

Uniasselvi – 2023-Present (4th semester)

Technical Degree in Electromechanics

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

05

Interests

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



References

Available upon request.