Paulo dos Santos Ribeiro

Junior Developer (Web / C# / Java)

CONTACT

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LANGUAGES

Portuguese — Native

English — Fluent

Spanish — Basic

TECH SKILLS

Programming: C#, Java, JavaScript, C, Python (basic)

Web: HTML, CSS, Bootstrap, DOM manipulation

Databases: SQL, MySQL, basic PostgreSQL

APIs & Data: REST APIs, JSON

Mobile: Android basics (Java, XML)

Game Dev: Unity Engine (C#)

Version Control: Git & GitHub

Enterprise Systems: SAP exposure (ABAP basics, SAP GUI scripting)

COURSES

Udemy — Web Development Bootcamp (2024–Present)

Growdev — Codaí 2.0 (2023)

Kenzie Academy — Technology Foundations (2021)

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01 Profile

Junior developer with a strong foundation in programming and software development. Skilled in C#, Java, JavaScript, C, Android, and Python (basic), with experience building web applications, automation tools, and academic projects. Comfortable with Git workflows, databases, and object-oriented programming. Currently pursuing a degree in Systems Analysis & Development and passionate about clean code, scalable architectures, and continuous learning. Motivated to contribute to innovative software projects across web, mobile, and enterprise systems.

02 Experience

IT Intern — Technical Support & Automation
2024 – Present

Novo Hamburgo City Hall

Novo Hamburgo – RS, Brazil

- Automated repetitive tasks with batch scripts and C# utilities, reducing manual work and increasing efficiency.
- Developed an internal knowledge base using HTML, CSS, and JavaScript, reducing troubleshooting time by 25%.
- Contributed to small in-house applications for task tracking and documentation.
- Adopted Git for versioning scripts and documentation, enabling collaboration and rollback.
- Supported IT processes with programming knowledge, bridging support and development needs.

Junior Robotics Developer (Arduino / C++)
Jul 2021 – Jul 2023

SENAI — Electromechanics Course

São Leopoldo – RS, Brazil

- Programmed Arduino-based prototypes in C/C++, integrating sensors, motors, and control logic.
- Developed a PLC-to-Arduino demo showcasing affordable industrial automation.
- Explored hardware-software integration, enhancing programming adaptability.
- Helped peers debug circuits and firmware, strengthening collaboration and problem-solving.

03 Key Projects

Helpdesk Ticket List

- Web application to list and manage IT support tickets, simulating real helpdesk workflows. **Stack:** HTML, CSS, JavaScript. (Backend CRUD planned with Node.js & SQLite) [View Project]

Ticket Notification Bot

- Automation bot that emails alerts whenever a ticket changes status, improving communication between IT staff and users. **Stack:** Google Apps Script (JavaScript). [View Project]

Game Development

- Personal learning project exploring Unity and C# to implement game mechanics such as physics, movement, and collisions. Strengthened OOP, problem-solving, and creativity. **Stack:** Unity Engine, C#. [View Project]

Java & Android Experiments

- Academic and personal projects exploring desktop apps in Java (Swing, console apps) and simple Android apps using Java & XML. Focused on logic, UI handling, and debugging.

04 Education

Technologist in Systems Analysis & Development
Uniasselvi — 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

- Web Development & APIs
- Desktop & Mobile Applications
- Clean Code & Software Architecture
- Game Development with Unity & C#
- Automation & Process Optimization
- Continuous Learning in Technology