



# RYAN COSTA

FULL STACK DEVELOPER – MongoDB, React.js and Node.js + Typescript



[new-portfolio-16cx-ryanrcs-projects.vercel.app](https://new-portfolio-16cx-ryanrcs-projects.vercel.app)



[linkedin.com/in/ryan-costa-7ba1b7216/](https://linkedin.com/in/ryan-costa-7ba1b7216/)



[github.com/ryan-r-c](https://github.com/ryan-r-c)

## ABOUT ME

Full Stack Developer with 4+ years of experience, leading legal automation projects using generative AI – including a case that doubled revenue and cut operational costs by 50%. Specialist in scalable development with React, Next.js, Node.js, Python, and Docker, focusing on performance, continuous delivery, and usability.

I’ve been promoted twice due to tangible results in technical leadership and a 70% reduction in bugs. I also have hands-on experience in UI/UX Design and prompt engineering with LLMs, applying principles of Clean Architecture, SOLID, and microservices.

I’m looking for a new mid- to long-term opportunity where I can apply my technical skills, take on new challenges, and contribute to high-impact solutions. I value collaborative environments with growth potential and aim to evolve alongside the company, building a solid and meaningful path.

## CONTACT



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Sorocaba/SP – Brazil

## EDUCATION

2021 – 2025

Bachelor's Degree – Software Engineering

UNINTER

## LANGUAGES

English – C2

Spanish – B1

## SKILLS

### ANALYTICAL SKILLS

Self-learning

Flexibility

### MANAGEMENT SKILLS

Technical Leadership

Priority Setting

Sprint Estimation

## SKILLS

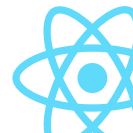
### FRONTEND TECHS



JavaScript



Typescript



React



React Native



Next.js



Vue



Angular



jQuery



Material Design

### BACKEND TECHS



Node.js



PHP



Laravel



CakePHP



C#



Java



Python



PostgreSQL



MySQL



MongoDB

### OTHER TOOLS



Docker



Linux



AWS



Postman



Selenium



LLMs



AI



Data Science



Figma

## CERTIFICATES



2020 – Alura:  
Frontend Development Program



2020 – Alura:  
React and React Native Development Program



2020 – Alura:  
Node.js Development Program



2021 – Alura:  
UX Design



# EXPERIENCE



## Mid-level Full Stack Developer and Prompt Engineer

AUGUST 2024 – PRESENT

- Maintenance of a production system and development of AI-powered solutions for different areas of law.
- Careful and continuous maintenance of a live production environment.
- Front-end development
- Back-end development
- Application of Prompt Engineering in strategic workflows using Python.

### Development of a processing queue using asyncio:

- Redesigned the automated petition generation workflow (data collection + drafting via ChatGPT API), replacing sequential execution with an asynchronous queue using asyncio. This allowed for the generation of two documents simultaneously. The new approach enabled efficient parallel processing of multiple requests, cutting the time required to process petitions by 50%.

### Case study and automated development of consumer law petitions:

- Automated the creation of consumer law petitions (moral and material damages) using AI, combining file search with chain-of-thought validations to ensure legal accuracy. Designed custom prompts leveraging storytelling techniques and a persuasive tone. This solution led to a 100% increase in revenue, a 50% reduction in costs, and a 50% improvement in client satisfaction.



Symtropy/42Dias

## Full Stack Developer – Software House

NOVEMBER 2021 – AUGUST 2024

- Development of legal and industrial ERPs focused on process automation, as well as MVPs for B2B startups; one of the projects led to a signed contract and deployment for over 200 users.
- Sprint planning and estimation in agile projects
- Strategic task distribution across the team
- Definition of priorities for tasks and projects
- Leadership of development and quality assurance teams

### Promotion to Frontend Squad Lead:

- I was promoted after 12 months based on results achieved in standardizing deliveries, informally leading the team, and working directly with clients to validate prototypes. I structured a new process for gathering and approving requirements, using interactive prototypes and weekly checkpoints. This redesign increased client satisfaction by 50%.
- In addition, through a detail-oriented technical approach focused on visual quality and responsiveness, I reduced layout and responsive behavior issues by 65%.

### Promotion to Technical Lead:

- I took on the leadership of the technology team, composed of 8 developers, 3 QAs, and 1 designer, coordinating all stages — from design to final product delivery.
- After identifying a high rate of recurring bugs following MVP deliveries, I implemented a robust testing strategy focused on unit and integration test coverage, clear technical guidelines, and the inclusion of CI pipelines for automated validation.
- I also worked directly on writing tests for legacy systems, even in the absence of documentation or within unconventional stacks. As a result, we reduced development bugs in production by approximately 70%, significantly improving stability and confidence in our deliveries.

## Freelance Work

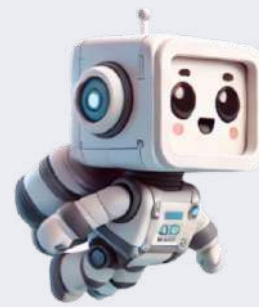
## Frontend Developer

APRIL 2021 – OCTOBER 2021

- Prototyping and interface design.
- Front-end development with a focus on user experience.
- Back-end development, ensuring efficiency and scalability.
- Creating products aligned with customer needs and target audience expectations.



# PERSONAL PROJECTS



## Computer Education for Teenagers App

Source code link:  
[github.com/Ryan-R-C/computer-education-for-teenagers-app](https://github.com/Ryan-R-C/computer-education-for-teenagers-app)



Figma prototype link:  
[figma.com/design/y8u4wxi6cvaaf3rtdsdvpq/prot%3fb3tipo-ev%3b3ikio?node-id=0-1&t=rkmkufjvi6jbuuga-1](https://figma.com/design/y8u4wxi6cvaaf3rtdsdvpq/prot%3fb3tipo-ev%3b3ikio?node-id=0-1&t=rkmkufjvi6jbuuga-1)



## Platform game

Source code link:  
[github.com/ryan-r-c/plataformer-js-game](https://github.com/ryan-r-c/plataformer-js-game)

## Computer Education for Teenagers App

FEBRUARY 2024

- This project began as my Software Engineering graduation thesis.
- Using gamification as a teaching method, its goal is to introduce basic computing concepts to young people.
- Topics covered include the History of Computing, History of the Internet, and Computer Architecture.
- The system was developed using React.js for the Front End and Node.js (Express) for the Back End, with MongoDB as the database.
- Seeing the positive outcome of a project developed with so much care and dedication is truly rewarding — especially when it helps young people get to know the world of technology better.

### Techs used:

- React.js
- Node.js
- Express
- MongoDB

## Evóikio - Real estate app

OCTOBER 2023

- This project began as an academic assignment in the System Design course during my Software Engineering degree. The goal was to create low- and mid-fidelity prototypes for a real estate buying and selling app. I chose to treat it as a real project, applying my previous experience. I focused on the user experience, defining navigation flows and designing an internal chat system to facilitate communication between landlords and tenants.
- I also explored differentiators such as property comments, ratings, and sharing features. Each functionality was carefully documented, always prioritizing usability. I created the prototypes in Figma, focusing on a modern and cohesive visual identity. The project was highly rated, and I received the highest grade.
- At the end of 2023, when I started a UI Design course, I revisited the project to improve spacing, typography, color palette, and components, while maintaining its original essence. The result is a visually appealing and functional app that reflects my growth in design and technology.

### Techs used:

- Figma

## Platform game

AUGUST 2022

- This is a platformer game developed entirely from scratch, without the use of frameworks or external libraries. All logic and structure were built using pure HTML, CSS, and JavaScript.
- The game features a character that can move sideways and jump. The level resets automatically when completed or if the player falls off the map, providing a simple and effective gameplay mechanic.
- The development process was both engaging and enjoyable. By reverse engineering the classic "Super Mario World", I studied and drew inspiration from its behaviors and mechanics to adapt the game to a well-established standard within the platformer genre.
- Rendering was done using the "<canvas>" tag, with entities modeled as reusable objects, following best practices for code organization and readability.

### Techs used:

- HTML5
- CSS3
- JavaScript