

Luiz Augusto Simon Sabadini
Junior Developer

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Professional Summary

Student in the final phase of Computer Science at UFES with practical experience in various projects. Proactive, self-taught and committed to code quality, I seek opportunities to apply and expand my knowledge in software development. I have experience in projects using languages such as C, Python and tools such as Unity and Node.js, and I am always looking to learn new technologies.

Ongoing Academic Training

Federal University of Espírito Santo – UFES

Bachelor's Degree in Computer Science (2021 – Present)

Technical Skills

Programming Languages: C, C#, Python, Javascript, Solidity, Java

Languages

English: Advanced

Affinity with tools:

Flutter, Electron, Express.js, TensorFlow/Keras, Processing, MongoDB, Unity, Git, Node.js

Systems and Algorithms: Development of desktop and web applications

Methodologies: Agile Development, Code Versioning

Academic Projects

Bus Reservation: System for controlling reservations and cancellations with real-time seat management.

Piggy Bank: Simulation of a piggy bank with withdrawal, deposit and balance check functions using Python.

TicTacToe: Tic-Tac-Toe with a fixed strategy implemented for matches against the computer.

T5 for Summaries: Fine-tuning of the T5 model to summarize texts from news datasets

(HuggingFace).

(Links to these and other projects available on GitHub)

Extra-Academic Projects

The Wall Plus Delivery: Development of a custom game for the company Plus Delivery using Unity.

Ditos System: Desktop and mobile system for creating and launching coupons and notifications for Ditos Lanches.