

## **Luiz Augusto Simon Sabadini**

### **Junior Developer**

Espírito Santo, Brazil

Contact: +55 (27) 99625-6360 | luizsabadinis@gmail.com | GitHub: [github.com/Sziul](https://github.com/Sziul)

### **Professional Summary**

Computer Science student at UFES with a solid academic background and hands-on experience in various projects. Proactive, self-taught, and committed to code quality, I am seeking opportunities to apply and expand my knowledge in software development. I have experience in projects using languages such as C and Python, and tools like Unity and Node.js, and I am always looking to learn new technologies.

### **Academic Background**

#### **Federal University of Espírito Santo – UFES**

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

### **Technical Skills**

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

Frameworks: Flutter, Electron, Express.js, TensorFlow/Keras, Processing

Databases: MongoDB

Game Development: Unity

Natural Language Processing: Fine-tuning of T5 models (Google)

Tools and Version Control: Git, Node.js

Systems and Algorithms: Desktop and Web Applications Development

Methodologies: Agile Development, Code Versioning

### **Academic Projects**

Bus Reservation System: Seat management system with real-time booking and cancellation control.

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

TicTacToe: Fixed-strategy Tic Tac Toe game for matches against the computer.

T5 Summarization: Fine-tuning of the T5 model to summarize news articles using HuggingFace datasets.

*(Links to these and other projects available on GitHub)*

**Extra-Academic Projects**

The Wall Plus Delivery: Custom game developed for the company Plus Delivery using Unity.

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

**Languages**

English: Advanced