Victor Bogdanow Dornelles

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Professional Summary

Full Stack Developer with approximately 4 years of experience, specializing in **Node.js** and **React.js**. I also possess solid knowledge of the **Java (Spring Boot)** ecosystem. I have worked on diverse projects that impacted thousands of users, always prioritizing code maintainability and performance.

Technical Skills

Front End: React, NextJs, Javascript, Typescript, NodeJS, CSS, HTML
Back End: Node.js, NestJS, Jest, Java, Spring Boot, Mockito, C#, SQL Server, PostgreSQL, MySQL, MongoDB
Tools and DevOps: Git, Docker, Swagger, Figma, GitHub Actions, Figma
Others: Unity, Godot, BabylonJS, Orientação a Objetos (POO), Clean Code, Clean Architecture, Scrum, Kanban

Professional Experience

FullStack Developer | Lighthouse | Porto Alegre   July 2023 - Nov 2025
Full stack developer React e NodeJs

Worked on the full end-to-end development cycle for internal and major client projects, focusing on scalable architecture and performance. Experienced with external APIs, Keycloak authentication, Docker, Jest testing, and SQL Server optimization.

- Worked on multiple internal and client-facing projects, developing end-to-end solutions using **React** (Front-end) and **NestJS** (Back-end).
- Delivered two strategic full-stack solutions for **ZEMA**, utilizing **NestJS**, **PostgreSQL**, and **React** to build scalable architectures.
- Built a Backend for Frontend (**BFF**) using **Fastify**, significantly enhancing Developer Experience (DX).
- Executed comprehensive code refactoring, successfully **reducing API response times** and optimizing overall Back-end performance.

Unity Developer | KidsBanner.inc | Canada   May 2022 - Nov 2022
2D programming developer using C#   C# | Unity | OOP

- Programming mechanics, animations and refactoring legacy code.
- Responsible for programming the application's audio.
- The game was released on Google Play with an average score of five at launch and **over 500 downloads**.

Front-End Developer | Kosmos Brasil | São Paulo   **Mar 2021 - April 2022**

3D online event programing   Javascript | BabylonJS | React | CSS | Blender

- Responsible for programming all the mechanics used and refactoring code.
- Reduced loading time between scenes **from 15 seconds to 5 seconds**.
- Preparing reports for company managers on projects.
- More than 15 events and more than 7,000 users around the world.

Education

- **Digital Games - FACCAT - 2016 - 2027**
- **Advanced English (C1) | Native Portuguese**