

Amanda Martins Xavier

{Game Developer}

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Summary

I'm a developer, passionate about creating immersive and engaging experiences for players and looking for an opportunity to work with a team that values **collaboration, innovation, and diversity**. I also want to grow my skills and explore new challenges in an international career.

I'm also a coordinator of [Feministech](#), a community that supports women, transgender and non-binary people in tech. I mostly contribute to open-source projects of the community and participate in events.

Experience

• IBM | 2021 - 2023

Associate Application Developer | Full-Time | Remote | 2022 - 2023

Responsible for developing cloud-native solutions for their biggest Brazilian financial client, Itaú.

- Modernized their customer service, and reduced costs, by migrating services to a brand-new infrastructure and platform, and developing new modern APIs.
- Kept the NPS always above 8, in addition to demonstrating the quality and good relationship known to IBM.

Associate Application Developer | Internship | Remote | 2021 - 2022

Responsible for developing a brand-new cloud-native application for IBM Brazil's HR, which integrated people data and promotion processes.

- Proactively structured and deployed its version control repositories, cloud environments, databases, and CI/CD pipelines.
- Also assisted in setting up and managing Jira's projects and tasks.
- Helped other interns seeking to maintain quality standards, testing and integration, especially with the use of the Carbon UI design system.

Check out more on [LinkedIn](#).

Additional

- Open-source projects maintainer, content creator and live coder on [PixelMandy](#).
- Ex-volunteer technical support & tutor for [PrograMaria's](#) front-end development course.
- Pursuing Harvard's CS50's Introduction to Computer Science verified certificate.
- [AWS Cloud Practitioner](#) certified.
- [Azure Fundamentals](#) certified.
- Fluent in Portuguese and professional English proficiency

Academic

Systems Analysis and Development

Senac | Associate's degree | 2021 - 2023

Hard Skills

Programming languages

C#, GDScript, LUA, Java, Python, JavaScript, and TypeScript.

Frameworks

Godot, Unity and LOVE.

Tools

AWS, Azure, PostgreSQL, MySQL, SQL Server, Git, GitHub, GitLab, Linux, Docker and Jira.

Games

[Purrsh the Button!](#) | Godot

3D puzzle game made for the WGJ 2023.

[Connections](#) | Unity

2D story-telling game made for the WGJ 2020.

