

Douglas S. Lima - Programmer

Visit my website: douglaslimadev.com

14/08/2000 - Currently living In Brazil, MS-CG, +55 (67) 9 9113-0159

I'm looking for any entry-level opportunity, at the moment, as a junior developer, frontend, backend or fullstack, in person or from home, in a place where I can increase my experience. I've been a self-taught programmer since 2016 and I'm transitioning my career by turning my hobby into my job. I have dozens of public and commercial projects underway, and I'm looking for a part-time or full-time job.

Skills

- **Languages:** C, JavaScript, HTML, CSS
- **Technologies:** Win32 API
- **Tools:** Sublime Text, Visual Studio, VSCode, 4Coder, RAD DBG, Git, Github, Figma, Trello, Notion
- **Platforms:** Windows
- **General:** Accessibility, Responsive Web Design, Communication and Management
- **English:** Full professional proficiency - C1
- **Portuguese:** Native

Projects (github.com/douglaslimadev1)

- **MirPro - Commercial Project:** MirPro 1.0 is a tool that I made in 2023 for a game that I was playing at the time [*C Programming, Win32 API, Custom Technology - For more insight about this project, contact me*].
- **reMemorari - Personal Notes CRUD Web APP:** It's a CRUD application using the MVC Architecture. I used Vanilla JavaScript with the local storage API to store and retrieve the data of the application locally. An user can download and upload notes to the application.
- **Ponginsee - A custom 2D engine made in C for Pong:** The biggest and most complex project I've built until now. It's a custom (unfinished) 2D game engine made from scratch by me. No libraries, no third party code. [*C Programming, Win32 API, Software Rendered, Text Rendering, Menu-Game-End Game Flow, Console Engine, Particle System, SlowMotion and Basic Engine Statistics, Entity System and more*].
- **Game of Life - A custom implementation of Conway's Game of Life in C:** It was my first real project using the Win32 API after some lessons from Casey Muratori in the Handmade Hero Course, which was and is one of the main sources of influence of my programming journey. I learned to problem solve difficult tasks to implement and lay out unknown problems while coding it. [*C Programming, Win32 API, Software Rendered*]
- **Private Games Servers (2016 - 2018):** The starting point for my passion for programming began with an attempt to learn how to create private

game servers, which I really enjoyed at the time. At that time, I gained a lot of experience about how servers and databases work, I had my first contact with Java, Java plug-ins, Pawn Scripting, C#, ASM, C++ and SQL Server. This led me to create different private servers for some games (Priston Tale, Minecraft, GTA SA Multiplayer). One of these projects I published online in 2018 on my old github account and the repository is still available.

Education and Noteworthy Courses

- **University of Marília- AAS, Systems Analysis and Development (2022 - 2024):** I dropped out of the course in the 3rd semester with over 90% success to focus on personal projects and freelancing.
- **Babbel Advanced C1 English Course (2020 - 2022):** 2 years English course with certification C1 based on the Common European Framework of Reference for Languages.
- **Handmade Hero Course (2021):** A programming course with more than 1200 hours of in depth C programming and the development of custom technology. Nowadays I watch some episodes on and off.
- **Web Development by Curso em Vídeo (2016):** A collection of web development courses that made me have my first contact with programming logic, and web development (HTML, CSS and JavaScript). It was around 200 hours course in total.

Work Experience

- **Clerk - BRD Distribuidora - Full Time (2024 - Now):** I started in the warehouse and became responsible for checking and dispatching materials, and pigmenting paints. This job made me learn a lot about Team Management and Commodity Risk Management.
- **Freelancer (2020 - 2023):** I've worked as a freelancer on various types of jobs that I can tell you more about, but none of them are related to programming.

Contato

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Github: github.com/douglaslimadev1 / gist.github.com/douglaslimadev1

Github (old): github.com/LittleCoffeeBoy