

Fernando Bismaia Mocrosky

05/29/1998 – 26 years

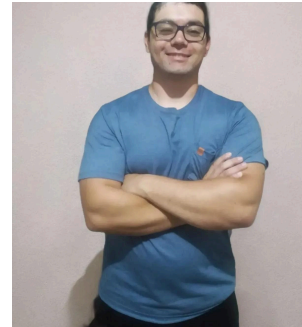
Boa Vista - Ponta Grossa - PR

+55 (42) 99955-0895

fernandobismaia@gmail.com

https://www.linkedin.com/in/fernandomocrosky/?locale=en_US

<https://github.com/fernandomocrosky>



OBJECTIVE

Work at software development with a focus on web development and game development.

PROFESSIONAL RESUME

I was part of the team of UTBotic project, in the Collaborative Laboratory(Collab) of Universidade Tecnológica Federal do Paraná (UTFPR), I went to Latin American Robotics Competition (LARC) at SEK category where I programmed in python and learned teamwork and problem solving. I have solid knowledge in software development and programming .

ACADEMIC DEGREES

Computer Science Bachelor – UTFPR – Conclusion in 2025

Electrical Technician – SENAI - 2017

PROFESSIONAL EXPERIENCE

Web Development Internship- 03/2024

- Bug fixes
- Responsible for new features
- Backend Laravel development
- NextJs and React Frontend development
- MySQL Database
- API's integration

Team Coordinator and Material Delivery - 10/2022

- Responsible by recruit people for the Brazil election
- Material delivery at cities
- People monitoring
- Material control
- Responsible for the receipts
- Travel between cities

Brazilian Army – 11/2018

- Obligated Service
- Responsible for registration at Company Ranch
- Elaboration of ambulance and vehicles for the Company
- Elaboration of transport assistance requests
- Furriel's assistance

COURSES AND QUALIFICATIONS

- Docker - 2024
- Angular - 2024
- Go - 2024
- Laravel 8 - 2024
- PHP From Zero to Mastery - 2024
- Vue3 - 2024
- Essential C# 2023 Course (.NET7) - 2024
- The Advanced Web Development Bootcamp - 2023
- The Complete Web Development Bootcamp - 2023
- Introduction to Packet Tracer - 2023
- SQL databases - 2022
- Unreal Engine C++ Game Developer - 2022
- SEI / SICITE Certificate - 2022
- Cambridge English Level 1 Certificate ESOL B2 - 2019
- Electrical Technician - 2017

ADDITIONAL INFORMATION

- Fluent Portuguese
- Advanced English