

# Felipe da Costa Marques

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## OBJECTIVE

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Software engineer with experience in full stack web and mobile application development, with a focus on distributed systems architecture. Seeking opportunities to work on the development of scalable and well-structured solutions, applying software engineering best practices and modern technologies.

## PROFESSIONAL EXPERIENCE

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### Compass UOL Trainee, Full Stack

May 2024 — Jan 2025

Worked on the development and maintenance of systems focused on the management of telecommunications applications, contributing to the implementation of new features in microservices, creation of user reports, interface adaptations, and execution of production releases. This work resulted in increased application stability and optimization of the feature delivery workflow.

**Stack:** JavaScript, TypeScript, NestJS, Express, Angular, Ionic, MongoDB, Redis, Azure DevOps.

### Compass UOL Backend Intern

May 2023 — Oct 2023

Worked in an agile environment using Scrum, contributing to the development and maintenance of REST APIs with Node.js, TypeScript, Express, and MongoDB. Collaborated on the implementation of authentication, security, documentation, and endpoints, as well as the creation of unit and integration tests. Also utilized AWS services for application deployment and maintenance in a production environment.

**Stack:** TypeScript, Express, MongoDB, Docker, AWS.

## EDUCATION

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### Bachelor's Degree in Information Systems - IFCE Campus Cedro

2021 — 2026

Data Structures, Software Engineering, Web Programming, Project Management.

### Technical High School in Information Technology - IFCE Campus Cedro

2017 — 2020

Programming Logic, Databases, Object-Oriented Programming.

## PROJECTS

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### Weather Dashboard

[Demo](#) — [Repository](#)

Dashboard developed for visualization and analysis of climate data, structured with a microservices-based architecture. The system performs periodic collection of meteorological data, intermediate processing, persistence, and AI-driven insight generation, providing an interactive view for the end user.

**Stack:** Python, Go, TypeScript, NestJS, React, Vite, MongoDB, RabbitMQ, Ollama, Docker.

### Project Kiwi

[Demo](#) — [Repository](#)

Educational game designed to teach English with the goal of making learning more collaborative and interactive through gamification. The project was implemented with a focus on user experience, cooperative gameplay, and usability. Testing with students showed that the addition of multiplayer mode increased engagement, acceptance, and interest in the content.

**Stack:** Godot, GDScript, Nakama, Docker.

API and mobile application developed for generating electronic physiotherapy medical records for a teaching clinic. The solution was structured using Domain-Driven Design and Clean Architecture, ensuring scalability and ease of maintenance. The project optimized patient care workflows, reduced data entry errors, and improved access to patient information.

**Stack:** TypeScript, NestJS, Prisma, Vitest, PostgreSQL, Redis, Docker, React Native, Expo.

## SKILLS

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Programming Languages	JavaScript, TypeScript, C#, Go, Java, Python.
Web Development	NodeJS, Express, NestJS, React, NextJS, Angular, VueJS, NuxtJS, HTML, CSS, Tailwind, .NET, Entity Framework, Django, Flask, Spring Boot.
Mobile Development	React Native, Expo, Ionic.
Databases	MySQL, SQL Server, PostgreSQL, MongoDB, Redis.
Miscellaneous	Docker, AWS, Google Cloud, Azure DevOps, Ollama, Godot.