Beng, Computer Engineering	
Universidade Federal do Rio Grande do Norte - Natal, Brazil	26
Worcester Polytechnic Institute (WPI) - Worcester, MA ISC, Interactive Media and Game Development	26
##### Education #####	
ull Stack Software Engineer Developed a comprehensive case management, HR, and billing solution using JavaScript (ES6), Query, improving operational efficiency by reducing payment delinquency by 30% and case proces	
Gained firsthand experience with Ethereum blockchain, contributing to 100% growth in peak to a contribution of the contribution o	01/2019 - 12/2
HakersPlace, San Francisco, CA Fiull Stack Software Engineer Managed Full Stack development for a digital art gallery using Python, JavaScript (ES6), AW Coincid finithand avantage with Stack and Stack development for a digital art gallery using Python, JavaScript (ES6), AW Coincid finithand avantage with Stack and Stack development for a digital art gallery using Python, JavaScript (ES6), AW	
Drove significant growth through strategic A/B testing, achieving a 15% increase in user enget the premium service.	
Led the rebranding of Zazzle Plus, integrating React, TypeScript, C#, Node.js, AWS, and SQL Histributed features.	
Zazzle, San Francisco, CA UI Engineer	06/2021 - 01/2
Established a robust deployment pipeline across development, staging, and production environal that technologies such as PHP, HTML5, CSS3, ESG, and Git. Spearheaded the development of a WordPress-based student/teacher platform, enhancing the eduction and increasing student retention rates by 20%.	
NES, San Mateo,CA Full Stack Software Engineer	01/2023 - Pres
##### Professional Experience #####	
Coding Languages & Frameworks: JavaScript, TypeScript, React.js, Redux, Next.js, Node.js, AWS, Clixir, PHP, HTML 5, CSS 3 Congues: English, Portuguese, Spanish Other: jQuery, Agile, SASS, LESS, Git, UX/UI Design	S3, Python, Django, Phoenix
##### Technical Skills #####	
I'm passionate about crafting magical user experiences and constantly explore the latest techno Bachelor's in Computer Engineering and a Master's in Interactive Media & Game Development, my obbility to deliver exceptional results in both full-time and contract roles.	
##### Summary #####	
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