# Larissa Fogaça Mendes

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Brazilian, 25 years old, passionate about .NET, and adept at transforming challenges into innovations.

## Academic background

**Descomplica - Faculdade Digital**                                      **São Paulo - SP**
*MBA in Full Stack Development*                                                  *2024-2025*

**UEL – State University of Londrina**                                      **Londrina - PR**
*MBA in Software Engineering*                                                   *2022-2023*

**UENP – North Paraná State University**                              **Bandeirantes - PR**
*Bachelor's degree in Computer Science*                                          *2016-2020*

**ETEC - Professor Fausto Mazzola Technical School**                         **Avaré - SP**
*Technical degree in Computer Science*                                           *2014-2015*

**CEBRAC - Assembly and maintenance by the Brazilian Center for Courses** **Avaré - SP**
*Assembly and Maintenance of Computers*                                          *2013-2014*

## Professional Experience

**Laqus**                                                          **São Paulo - SP (Hybrid)**
*Full Stack Developer*                                                      *2023-2024 (1 year)*
A fintech operates in the capital markets, focusing on developing a foreign currency calculator and data scraping robots using innovative and agile financial solutions. Technologies used include C#, .NET, XUnit, Angular, React JS, AWS (S3, EC2, CloudWatch, Lambda Function, Messaging), Python, Scrum, Kanban, WebDriver Selenium, DDD, Django, Financial Markets, SQLServer, MongoDB, Hotjar, CI/CD.

**Tmov**                                                        **Londrina - PR (Home Office)**
*Software Engineer*                                                     *2021-2023 (2 years)*
Squad Heavy Load (Enhanced driver and load matching to increase adherence to cadence) and Squad Marketplace (Multi-company integration). Technologies: .NET Core, React JS, SQLServer, RabbitMQ, Android Development with Kotlin and Java, CI/CD, Angular JS, C#, Scrum, Kanban.

**AConsulTI**                                                    **Maringá - PR (Home Office)**
*Full Stack Developer*                                         *2020-2021 (1 year and 5 months)*
A company whose purpose is to develop systems for human resources and financial management. Technologies: C#, .NET, XUnit, React JS, Scrum, DDD, SQLServer, CI/CD, and Azure DevOps.

**Setup Jr**                                                      **Bandeirantes - PR (Hybrid)**
*Front-end Developer*                                                       *2016-2017 (1 year)*
Development of systems for commerce in Bandeirantes, PR without remuneration. Technologies: Photoshop, Figma, React JS.

## Languages

**Portuguese:** Native (by birth).

**English:** Intermediate.

**Spanish:** Intermediate.


## Skills

**Skills:** JavaScript, TypeScript, Java, Python, C#, .NET, Asp Net, XUnit, WebDriver Selenium, SQL Server, React JS, Angular, Git, MongoDB, Azure DevOps, AWS, Hotjar, Hubspot, Agile Methodologies (Scrum and Kanban), CI/CD (using GitLab, Docker, Docker Compose), RabbitMQ, UX/UI Design (Figma and Invision).


## Projects

**Utilization of a Gamified Environment for Preparation of Public School Students for OBMEP:** guided by M.Sc. Fábio Carlos Moreno.
Extension project at the State University of Northern Paraná (UENP), aimed at using a gamified environment to prepare public school students for the OBMEP (Brazilian Math Olympiad of Public Schools).

**Metadata Specification and Strategy for Visualization of Regional Fauna and Flora Information for Environmental Education:** guided by Ph.D. Thiago Adriano Coleti.
The project proposes an environmental education application for students, addressing the demands of biology researchers in Bandeirantes, Paraná. Metadata definition and visualization were conducted based on user needs, validated through prototypes well-received by participants.

**UX Patterns to Encourage Participatory Biodiversity Monitoring:** guided by Ph.D. Thiago Adriano Coleti.
Final undergraduate project in Computer Science, aimed at applying UX design techniques and developing an interactive prototype that meets the needs of non-expert users and encourages participatory biodiversity monitoring.

**Enhancing the usability of the GLIC app through UX techniques and accessibility:** Supervised by Ph.D. Vanessa Tavares de Oliveira Barros.
Final project for the MBA in Software Engineering at UEL, aimed at applying UX design techniques and accessibility to develop an interactive prototype that meets the needs of various users using the GLIC app for glycemic control.