

MARCO AURÉLIO

COMPUTER ENGINEERING STUDENT

PROFILE

Undergraduate student in Computer Engineering with expertise in both backend and frontend tools, immersed in the world of technology for the past 5 years.

LINKS

LinkedIn: [/marcoaureliofm](#)

Github: [/marcoafm26](#)

Portfolio: [/marcoafm](#)

CONTACTS

Timóteo - MG

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TECHNICAL COMPETENCIES

- *Java*
- *JavaScript*
- *React*
- *Angular*
- *HTML5*
- *CSS3*
- *ElasticSearch*
- *TypeScript*
- *SCSS*
- *StencilJs*
- *SQL*
- *Agile Metho.*

EXPERIÊNCIA

SOFTWARE ENGINEER

SYDLE

August/2022 -

- Modeling and development of projects with a focus on performance and clean code.
- Systems that utilize JavaScript, HTML5, CSS3, and queries through ElasticSearch..
- Generation of web files through manipulations using Mustache, JavaScript, HTML5, and CSS3.
- Development of web components using the StencilJs library.
- Creation of POCs (Proofs of Concept) for demonstrations with the goal of providing an immersive experience with the SYDLE ONE tool.

WEB DEVELOPMENT COURSE

CURSO EM VÍDEO

Dezember/2021

- JavaScript course.
- HTML5 and CSS3 course.

EDUCATION

CEFET-MG TIMÓTEO CAMPUS

Undergraduate student in Computer Engineering (10th semester)

2019 - Expected graduation in 2024

- Calculus IV Monitor (2021/1 - 2021/2)
- Thesis: Processing and Sentiment Analysis in Game Reviews Using Natural Language Processing - A Case Study.

LANGUAGES

PORTUGUESE

- Fluent in the language, native speaker.

ENGLISH

- Partial proficiency in the language with a current B2 classification, progressing towards C1.