

MARINA HARU MARCOULAKIS

Software Engineer
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OBJECTIVE

As a software engineer with a passion for creating impactful digital experiences, my goal is to find a position where I can make a meaningful contribution to a dynamic and innovative team, while also continuing to learn and improve my skills. I am excited about the prospect of working with technology as I believe in the power of technology to make a positive impact on people's lives. I am eager to be part of a supportive and collaborative environment that values both personal and professional growth and where I can continue to develop my skills while making a difference in the world, as well as exchanging experiences and knowledge.

WORK EXPERIENCE

Software Engineer

At [K2 Improving Performance Consultoria](#)

May 2021 - December 2021

At K2 Improving Performance Consulting I:

- Developed a cross-platform mobile application with React Native and API/REST.
- Redesigned and refactored code for a C# .NET web application using Bootstrap, jQuery, and Material Design. worked on developing a cross-platform mobile application with React Native using Api/Rest. I also redesigned and refactored the code of a C# .NET web application that uses Bootstrap, Jquery, and Material Design, among other libraries.

OTHER PROJECTS

Mobile Expense Tracking App (My Wallet)

[Available Here](#)

I have developed a minimalist and efficient application for personal expense control. In this project, I:

- Independently developed the iOS mobile application using Swift.
- Followed Apple's UX and UI standards for improved usability and user experience.
- Created efficient code solutions to maintain accuracy in the values.

Teleprompter Mobile App (PrompterCam)

[Available Here](#)

As a self-motivated and skilled mobile application developer, I created and published an innovative and user-friendly app, PrompterCam. In this project I:

- Independently developed and published a mobile app for the App Store and Google Play using React Native and Node.js.
- Demonstrated strong problem-solving skills and attention to detail throughout the development process.
- Successfully launched the app and received positive user feedback and reviews.

Indie Game Design Software Engineer

[Big Day Studios](#)

Souls Custody: The Witch's Jail and Killer Hat. In this project I:

- Worked with a team of four colleagues to develop "Souls Custody: The Witch's Jail," a web game based on an original suspense story.
- Translated and adapted the project into English and Portuguese.
- Developed all code using React.js and Node.js and rewrote libraries for better application use.

- Developed "Killer Hat," a cross-platform mobile game with dynamic multiplayer and user registration.
- Hosted and maintained servers on AWS and developed all front-end code in React Native and back-end code in Node.js with TypeScript.

EDUCATION

Bachelor of Computer Science

[Universidade Presbiteriana Mackenzie](#)

January 2023 - December 2026

Digital Game Programming Technician

[Etec Jornalista Roberto Marinho](#)

January 2020 - December 2022

TECHNICAL SKILLS

Programming Languages/Frameworks:

- JavaScript, Python, C, C# .NET, Java, TypeScript, JQuery, Node.js, Firebase, API REST, NoSQL, SQLite, MySQL, bootstrap, React Native, React.js, CSS3, HTML5

Softwares:

- Google Cloud, Linux, AWS, Figma, Windows server, OSX, Photoshop, WordPress

SPOKEN LANGUAGES

- **Portuguese:** Native
- **English:** Advanced
- **Spanish:** Basic
- **Japanese:** Basic