

# MARINA HARU MARCOULAKIS

Software Engineer  
[contato.marcoulakis@gmail.com](mailto:contato.marcoulakis@gmail.com)  
+55 (11) 98646-9266

[linkedin.com/in/marcoulakis](https://linkedin.com/in/marcoulakis)  
[github.com/marcoulakis](https://github.com/marcoulakis)  
[marcoulakis.vercel.app](https://marcoulakis.vercel.app)

## 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

### **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**

At [Big Day Studios](#)

Souls Custody: The Witch's Jail is a web game. 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