MARINA HARU MARCOULAKIS

Software Engineer
contact@marcoulakis.com
+55 (11) 98646-9266

linkedin.com/in/marcoulakis
github.com/marcoulakis
marcoulakis.com

WORK EXPERIENCE

Amazon (Fintech Brazil Business Expansion)

April 2024 - Present

As a Software Developer Engineer Intern at Amazon, I've been working with:

- Code improvement and maintenance tasks for financial services applications.
- Optimization of systems and their performances.
- Code reviews, offering feedback and ensuring best practices
- Development and integration of a new system for internal data vending of fiscal data.

Freelancer

January 2022 - April 2024

As a Freelance Programmer:

- I worked on the development and integration of applications using Node.js for the back-end and TypeScript, JavaScript, React Native, and React.js for the Front-End and Mobile;
- Implemented system responsiveness for a better user experience;
- Designed and integrated RESTful APIs for efficient data communication, optimizing system interactions;
- Created solutions in NoSQL and SQL databases, promoting faster query executions and latency reduction;
- Implemented Clean Code principles for better readability, reducing maintenance costs, and promoting efficient collaboration.

Software engineer

At K2 Improving Performance Consultoria

May 2021 - December 2021

At K2 Improving Performance Consulting:

- Worked on developing a cross-platform mobile application with React Native using API/REST;
- Rewrote the code of a C# .NET web application using Bootstrap, jQuery, Material Design, among other tools;
- Started a project from scratch, defining and designing the bases of the development using BDD (Behavior-Driven Development).

OTHER PROJECTS

Mobile Expense Tracking App (My Wallet)

Available Here

I developed a minimalist and efficient application for personal expense tracking.

- 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

I developed and published a teleprompter application with an integrated camera:

- Developed the mobile application using React Native and Node.js;
- Independently published on the App Store and Google Play;
- Received positive feedback and ratings from users.

Indie Game Design Software Engineer

Big Day Studios

I worked with a team of four colleagues to develop "Souls Custody: The Witch's Jail" and "Killer Hat.":

- 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.
- Translated and adapted the project into English and Portuguese.

EDUCATION

Bachelor of Computer Science (in progress)
Universidade Presbiteriana Mackenzie
January 2023 - December 2026

- Honorable Mention – Brazilian Olympiad in Informatics (OBI) 2023 – Senior Level
- Undergraduate Research – Application of AI for Mapping Potential Hits in the Music Industry
- Teaching Assistant – Electric and Electronic Circuits 2023 | Programming and Algorithms 2024

Digital Game Programming Technician
Etec Jornalista Roberto Marinho
January 2020 - December 2022

- Honorable Mention – Brazilian Mathematics Olympiad (OBMEP) 2021 and 2022
- Conducted a Workshop About React Fundamentals
- Top 1 Performance in the 2020 USP Knowledge Competition (CUCo)

TECHNICAL SKILLS

Programming Languages/Frameworks:

- JavaScript, Python, Swift, C, Java, GoLang, TypeScript, jQuery, Node.js, C# .NET, Firebase, API REST, NoSQL, SQLite, MySQL, MongoDB, Postgres, Cassandra, bootstrap, Angular, React Native, React.js, CSS3, HTML5

Softwares:

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

SPOKEN LANGUAGES

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