

# MARCOULAKIS

Full-Stack Developer  
[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 full-stack junior developer 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. I am excited about the prospect of working with either front-end or back-end technologies, 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 worked on developing a cross-platform mobile application with React Native using Api/Rest. I also redesigned and refactored the code of a .NET web application that uses Bootstrap, JQuery, and Material Design, among other libraries.

## OTHER PROJECTS

### **Teleprompter Mobile app**

[Available Here](#)

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

- Developed and published the app on my own for App Store and Google Play.
- Designed a responsive user-friendly interface for high-quality video recording and integrated customizable teleprompter-like text display.
- Developed strong problem-solving skills and attention to detail throughout the development process.
- Successfully launched the app on both the App Store and Google Play 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 based on an original suspense story. In this project I:

- Have worked together with four colleagues, producing the game and getting the project off the ground.
- Have translated and adapted the project into English and Portuguese
- Developed all the code in React.js and node.js, rewriting libraries for the best use of the applications.

In addition, we developed the Killer Hat project, which is a cross-platform mobile game with dynamic multiplayer with user registration. In this project:

- Hosted and maintained servers on AWS.
- Worked on developing all the front-end code in React Native and the back-end in node.js with typescript.

## EDUCATION

### **Bachelor of Computer Science**

[Universidade Presbiteriana Mackenzie](#)

March 2023 - December 2026

### **Digital Game Programming Technician**

[Etec Jornalista Roberto Marinho](#)

January 2020 - December 2022

## TECHNICAL SKILLS

### **Programming Languages/Frameworks:**

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

### **Softwares:**

- Figma, AWS, Google Cloud, Adobe Premiere Pro, After Effects, Photoshop, WordPress

## SPOKEN LANGUAGES

- **Portuguese:** Native
- **English:** Advanced C1
- **Spanish:** Basic
- **Japanese:** Basic