

# MARLON SAMUEL DELFINO DOS SANTOS

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## Education

### 2022 - 2025 | COLÉGIO TÉCNICO DE LIMEIRA - UNICAMP

#### Technical Degree in Systems Development

Technical program focused on programming logic, object-oriented programming, application development, and API consumption, applying best practices for code organization and version control.

## Professional Experience

### COLÉGIO TÉCNICO DE LIMEIRA - UNICAMP

Nov 2024 - Jan 2026 • 1 yr 2 mos

#### Teaching Assistant – Systems Development

- Assisted students in systems development and programming projects
- Delivered technical workshops on Git, GitHub, and Figma
- Developed institutional and educational projects
- Supported the organization and application of exams and assessments
- Provided technical support for the school's IT environment

### ALFA NETWORKS DO BRASIL LTDA.

Jan 2024 - Mar 2024 • 3 mos

#### Technical Support

Provided technical support to users, performing diagnosis and resolution of hardware and software issues, installation and configuration of applications and internal systems, ticket tracking, and support for IT infrastructure.

## ACADEMIC AND INSTITUTIONAL PROJECTS

### COLÉGIO TÉCNICO DE LIMEIRA - UNICAMP

- Development of an interactive project to present the Systems Development program during the COTIL Open House (COPA), focusing on course promotion and engagement with external audiences.
- Creation, development, and delivery of technology workshops at educational events such as FECITEC and Arduino's Day, covering topics including programming, version control (Git/GitHub), interface prototyping (Figma), and introduction to technology and electronics.
- Active participation in the organization and execution of hands-on activities aimed at technology education and outreach for diverse audiences.

## Skills

**Programming Languages:** C, C++, C#, Java, JavaScript, PHP, Python, Dart.

**Web Development:** HTML, CSS, Bootstrap.

**Mobile Development:** Flutter.

**Back-end:** Spring Boot, ADO.NET.

**Databases:** SQL, MySQL, Firebase.

**Tools:** Git, GitHub, Figma, Power BI, Arduino.

**Game Development:** Game Design, GDScript, Construct 3.

**Languages:** English (intermediate), Portuguese (Native).