Murilo Ferreira dos Santos

Web and Game Developer

Votorantim, São Paulo Brasil
+55 (15) 98104-0567
muriloferreira.santos1@gmail.com
https://www.linkedin.com/in/muriloferreira-/
https://github.com/muril0791?tab=repositories

ABOUT ME

Hello, my name is Murilo and I have been a developer for 4 years. I have worked with some technology companies focused mainly on web development, and today I work with web game development in the gambling area. Technology has always been a passion for me. I have always liked video games and things that involve technology, and the curiosity of knowing how everything worked "behind the scenes" made me want to study about it and eventually become a developer. Today, I seek to expand my knowledge, improve my skills, and help those who are entering the technology area. After all, what is the best way to leave a legacy if not by leaving knowledge for new generations?

EXPERTISE

Game Development:

- Expertise in Unity, Phase 2 e 3, Pixi.js
- 2D game creation

Web development:

- Experience with React, Vue and other JavaScript/TypeScript libraries
- Building responsive and accessible web interfaces
- Integration with APIs and databases

Problem Analysis and Solution:

- Ability to identify and solve complex problems
- Critical and analytical thinking
- Ability to make strategic decisions

EXPERIENCE

Jogo Global, Florianópolis - *Game Dev Middle*

SINCE JANUARY 2022

- I work on the development of games on web platforms. The games are in the gambling style. The technologies we use are: React with typescript and Pixi.js for animation as the basis for the games. We also use other libraries for component creation.

TDA.DEV, Florianópolis - *FullStack*

JUNE 2022 - JANUARY 2023

- I worked on a web system using Vue.js, Vuetify. The project's goal was a backoffice for game management, to facilitate user settings, game information or other adjustments that the client requested. The technologies used were: Vue.js, Vuetify for the front-end and ruby on rails for the backend.

Solvian, Campinas - *Junior Analyst*

JULY 2021 - MAY 2022

- I worked on the development of two systems. One of them was used to manage sensors (e.g.: presence, vibration, environmental quality sensors, etc.) so that the web panel was used by companies to control and verify the information given by the sensor. The technologies used were: Vue.js, Vuetify for the front-end and ruby on rails for the backend.

- The second was a system where the main objective was to create work orders for employees according to the company's needs. For example, a company receives a request for maintenance of a pole, so a work order was opened so that the technician could go to the location to investigate the problem and solve it. I worked with ruby on rails for both the backend and the front-end.

EDUCATION

Anhembi Morumbi, São Paulo- *Postgraduate in Digital Games*

2024 to present

Facens, Sorocaba- *Graduation in Systems Analysis and Development*

2020 to 2022

Colégio Bela Alvorada, Votorantim- *School and High School*

 2006 to 2017

Skills

Technical Skills:

- Programming languages: Java (Basic/Intermediate), Node.js (Advanced), Python (Basic), C# (Basic), .Net (Basic)
- Frameworks: React (Advanced), Vue.js (Advanced), Vuetify (Advanced)
- Libraries: Pixi.js (Intermediate/Advanced), tailwind (Intermediate), bootstrap (Intermediate)
- Tools: Git, Jira, click up

Soft Skills:

- Effective communication
- Teamwork
- Problem solving
- Creativity
- Continuous and fast learning