

# MARCELO VIRONDA ROZANTI

## Backend Developer

@ mvrozanti@hotmail.com  
in linkedin.com/in/mvrozanti

📍 Rua Dr. Veiga Filho 477, São Paulo - SP, Brasil  
🔗 github.com/mvrozanti

🔗 mvrozanti.github.io



## EXPERIENCE

### Intern AzEs Consultoria Empresarial

📅 03 2016 - 2018

📍 São Paulo

Payroll document processor development in Java. First exposure to Agile Methodology MVC and OOP design patterns.

### Developer Sys4Bank

📅 03 2019 - 01 2020

📍 São Paulo

Bank infrastructure development. Technologies used Git, SpringBoot, Containerization, CI/CD practices and DevOps philosophy. Focus on automation and pipeline implementation. Daily MSSQL Database modeling/usage.

### Developer Raia Drogasil

📅 01 2020 - Ongoing

📍 São Paulo

Selling Operations solutions, focused on compliance with Brazilian "LGPD" data-protection law. Technologies used: Java Applets, JSF/Primefaces, Hardware-specific software development including biometric readers and thermal printers. First contact with DTAP phased approach. Strong team-based production. Daily Oracle Database SQL modeling/usage.

## PROJECTS

### RAT-via-Telegram ★375+

#### Windows Remote Administration Tool via Telegram

📅 04 2017 - Ongoing

#### yawc

#### ☺ Yet Another WhatsApp Client

📅 10 2018 - 04 2019

#### dotty

#### 📁 Script for syncing and managing versions of your dotfiles.

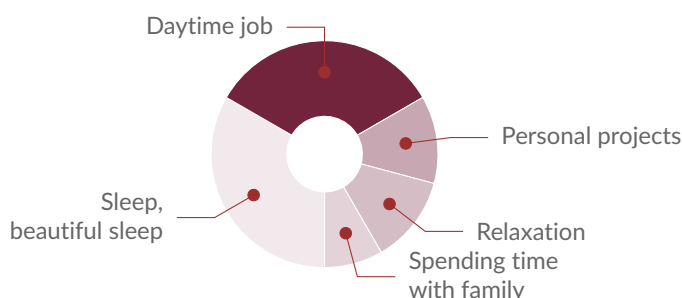
📅 09 2018 - Ongoing

#### colp

#### 🔧 Command-line color processor

📅 04 2019 - Ongoing

## A DAY OF MY LIFE



## MY LIFE PHILOSOPHY

*"Any fool can write code that a computer can understand. Good programmers write code that humans can understand." – Martin Fowler*

## STRENGTHS

DevOps TDD Motivator

Vim Webscraping Linux

SpringBoot

## SPOKEN LANGUAGES

Portuguese ●●●●●

English ●●●●●

Spanish ●●●●●

## PROGRAMMING LANGUAGES

Shell script ●●●●●

Java ●●●●●

Python ●●●●●

C/C++ ●●●●●

## EDUCATION

### Computer Science

#### Universidade Presbiteriana Mackenzie

📅 2014 - 2020

Bachelor dissertation: Three Experiments with Asynchronous Update schedule by Neighborhood Priority in Elementary Cellular Automata .