

NICOLAS ELIAS

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Skills

- Java | Spring Boot | JavaScript | TypeScript | React | GraphQL | Docker | SQL | NoSQL | Git
- JUnit | Jest | Agile Methodologies (Scrum, Kanban) | Distributed Systems | Backend | Full-Stack
- Self-Learner | Teamwork Skills | Clear and Proactive Communication | 3+ years of experience

Experience

Software Developer

Bridge

Florianópolis, SC, BR

03/2022 - Present

- Development and Maintenance of the **eSUS PEC** (Prontuário Eletrônico do Cidadão), a Primary Health Care System widely used in Brazil.
- I worked as a full stack developer, participating in all stages of product development and applying technologies such as **Java**, **Spring Boot**, **GraphQL**, **React**, and **Oracle** and **Postgres** with **Docker** to build robust and scalable solutions, ensuring an agile system tailored to user needs.
- **Versioning and integration of distributed data, using versioning methodologies to ensure data integrity and synchronization in distributed systems, facilitating the efficient receipt and transmission of information.**
- I applied automated testing with Jest and JUnit to ensure the consistency and quality of the developed product.
- I worked in dynamic environments using Agile Methodologies such as **Scrum** and **Kanban**, facilitating project management and planning, and ensuring continuous, high-quality deliveries.

Database Researcher

PET UFSC

Florianópolis, SC, BR

06/2021 - 02/2022

- Conducted big data benchmarks focused on SQL and NoSQL databases for performance analysis.
- Use of Linux, Git, and Docker in research environments to support experiments and performance evaluation.
- Worked as a tutor in programming courses at the Federal University of Santa Catarina, assisting students in developing technical skills and knowledge.

Education

Bachelor in Computer Science

Federal University of Santa Catarina

Florianópolis, SC, BR

2020 - Present

- I developed several [relevant academic projects](#), applying both theoretical and practical knowledge.

Projects

- **Enigma Machine:** Implementation of the Enigma Machine. Project developed in **Golang** to recreate the encryption and decryption process used during World War II. ([GitHub](#)) (06/2024)
- **Real Time Scheduler on EPOS:** Development of a real-time scheduler for multicore systems on the RISC-V architecture, integrating scheduling algorithms and synchronization of critical tasks. Project conducted in **C++** using static metaprogramming principles. ([GitHub](#)) (03/2024 - 06/2024)

Others

- **Brazilian Air Force:** Served as a **Soldier**, where I acquired fundamental values such as **teamwork**, **discipline**, **interdisciplinarity**, and **effective collaboration in collective work environments**. (2019 - 2021)