NICOLAS ELIAS

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Skills

- Java | Kotlin | JavaScript | TypeScript | C++ | C | React | GraphQL | Rest | Docker | Golang | | SQL | NoSQL | Git
- Spring Boot Framework | OOP | Unit Testing | JUnit | Jest | Agile Methodologies (Scrum, Kanban) | Linux
- Distributed Systems | Frontend | Backend | Full-Stack

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**, **Kotlin**, **Spring Boot**, **GraphQL**, **React**, and **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, recreating 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)

Outros

- **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)