

João Pedro Nascimento Silveira

Developer and Data Scientist

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Profile

Full-Stack Developer with 2 years of experience in Angular, Quarkus, and Flutter. Founder of Ore Software, creating web and mobile solutions. Scientific researcher passionate about building scalable applications and improving user experience.

Areas of Expertise

Web Development, Mobile Development, Software Architecture, RESTful APIs, Next.js, React, Flutter, Fastify, Quarkus, Django, Prisma ORM, MongoDB, PostgreSQL, Database Modeling, Full-Stack Programming, Software Engineering, UX/UI Design, SaaS (Software as a Service).

Professional Experience

DevOps Engineer

(State Finance Secretariat)

Porto Velho, RO

06/2025 - present

- Managed and maintained server infrastructure, ensuring high availability, performance, and system security.
- Implemented monitoring and alert routines using tools such as Zabbix, Prometheus, and Grafana.
- Configured and administered virtualized and cloud environments (e.g., VMware, AWS, or Azure).
- Collaborated with development and security teams to ensure continuous integration and compliance with best infrastructure practices.

Systems Development Intern

(Court of Justice)

Porto Velho, RO

08/2022 - 08/2024

- Developed scalable web applications using Angular (frontend) and Quarkus (backend).
- Improved system design to enhance user experience in terms of efficiency and accessibility.
- Used JWT and OAuth for secure authentication and access control.

Systems Development Intern

(Public Defender's Office)

Porto Velho, RO

07/2021 - 08/2021

- Optimized database queries using Django, improving performance and reducing response time.

Administrative Intern

(Public Prosecutor's Office)

Porto Velho, RO

02/2016 - 03/2017

- Assisted in the preparation of official letters, memorandums, and circulars.
- Delivered documents to the appropriate government agencies.

Academic Background

Data Science Specialization

Faculdade Focus

Porto Velho, RO

2025-2025

- **Relevant Courses:** Python and SQL Programming, Applied Statistics, Machine Learning, Deep Learning, Data Analysis and Visualization, Data Engineering, Big Data, MLOps.

Bachelor of Computer Science

Federal University of Rondônia

Porto Velho, RO

2017-2024

- **Relevant Courses:** Computer Architecture, Comparison of Learning Algorithms, Theory of Computation, Software Engineering.

- **Applied Research:** Developed an application to teach numerical methods, with a published scientific article detailing its effectiveness in higher education.

Online Courses & Certificates

- Ansible for SysAdmin, (Jul. 2025) - [Udemy](https://www.udemy.com/course/ansible-for-sysadmin/)

- Introduction to Spring Framework with Spring Boot (Mar. 2025) - [DIO](#)
- Java Language Fundamentals (Feb. 2025) - [DIO](#)
- Version Control with Git and Github (Jan. 2025) - [DIO](#)
- Graphic Design Fundamentals (Apr. 2022) - [Fundação Bradesco — Virtual School](#)
- Database Fundamentals (Oct. 2021) - [Oracle Academy](#)
- Networking Fundamentals (Oct. 2021) - [Cisco Academy](#)

Skills

- **Technical Skills:**

- **Design:** Figma
- **Languages:** Typescript, Python, Java, Kotlin, Dart, C#
- **Frameworks:** Angular, Next (React), Flutter, FastAPI, Quarkus, Fastify, Django
- **Tools:** Git, VS Code, Postman, Docker
- **Cloud Platforms:** Firebase
- **Databases:** Oracle, MongoDB, PostgreSQL

- **Soft Skills:** Teamwork, Clear Communication, Proactivity

Projects

Discord Bot

[Project Page](#)

- Developed a bot for use on Discord servers.
- **Technologies Used:** Python, discordpy, MongoDB.

Characters Vault

[Project Page](#)

- Developed a mobile app to create, store, and update RPG characters.
- **Technologies Used:** Flutter, Dart, Firebase.

Zero Math

[Project Page](#)

- Developed a mobile app to assist with teaching and learning about function zeros.
- **Technologies Used:** Flutter, Dart.

Publications

ZeroMath: An application to assist in teaching and learning the Zero of Functions

[Article](#) 2024

- **Keywords:** Numerical Methods, Zeros of Functions, Educational App, Interactive Graphics.

Languages

- **Portuguese** [Native]
- **English** [Fluent]
- **Spanish** [Basic]
- **Italian** [Basic]