FELIPE PREVELATO

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PROFILE

- Customer-focused mindset with critical and analytical approach on solving problems
- Eager learner motivated to constantly develop my skills and grow professionally
- Used to a diverse background/mindset community-driven environment

EXPERIENCE

FULLSTACK DEVELOPER
Zucchero Desenvolvimento de Software Ltda | Jun 2022 - Present | Brazil

Design a WhatsApp chatbot for a cooking gas business that optimizes reseller choosing, payment, and delivery tracking, and a dashboard used for reseller data analytics and revenue management

SKILLS: TypeScript, Node.js, PostgreSQL, AWS, HTML, Meta WhatsApp Cloud API

FULLSTACK DEVELOPER
Paygrp Tecnologia Ltda | Nov 2021 - Jun 2022| Brazil

Design and program a website environment where the client can easily manage groups, members, and payment

SKILLS: TypeScript, Node.js, PostgreSQL, AWS, HTML

BACKEND DEVELOPER | FREELANCER
ZaneQ Desenvolvimento de Software | Mar 2021 - Nov 2021 | Brazil

Create a progressive web app (PWA) for a butcher waste collecting company to manage daily routes and data analytics

SKILLS: JavaScript, MongoDB, Node.js

SOFTWARE ENGINEER / GAMIFICATION CONSULTANT | FREELANCER
ZenEconomics | Sep 2020 | Brazil

Consultant of a team focused on designing a gamified Finance Learning platform and application. Daily report and feedback to/from the client adjusting any brainstorming and decision making

SKILLS: Interpersonal communication, project managing, SCRUM method

MACHINE LEARNING ENGINEER | EXTRACURRICULAR PROJECT
42 RoboLab | Nov 2019 - Feb 2020 | USA

Created a distributed environment for data processing and training over Google Cloud Platform of a Machine Learning project based on the cart-pole example written with the TensorFlow framework

SKILLS: interpersonal communication, TensorFlow, Python, Pandas, Numpy, Machine Learning

SOFTWARE ENGINEER | EXTRACURRICULAR PROJECT
42 RoboLab | Sep 2019 - Oct 2019 | USA

Designed the hardware and software for an autonomous wall-painting bot using Arduino

SKILLS: interpersonal communication, hardware, Arduino, C++, 3D designing and cutting

EDUCATION

42
Computer Software Engineering
Silicon Valley - USA | Feb 2019 - Mar 2020 // São Paulo - Brazil | Oct 2020 - May 2021

Peer-to-peer project-based gamified self-learning school mainly focused on how to learn and how to find the answers you need without the need of a teacher or classes. The curriculum had us deliver mainly C projects but on higher tiers I was able to work with JavaScript, PHP, Python, SQL, C++, and C# on several projects.

UNIVERSITY OF SAO PAULO - POLI/USP
Electrical Engineering | Jan 2010 - Jul 2013 // Environmental Engineering | Aug 2013 - Jul 2016

LANGUAGES

- Portuguese - Native
- English - Professional working proficiency
- Spanish - Limited working proficiency
- French - Elementary proficiency

CODING LANGUAGES

- JavaScript
- C
- Python
- SQL