RENAN RUAN FERRAZ SARMENTO

CONTACT

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PROFESSIONAL PROFILE

　I work at the Aerospace Science and Technology Department (DCTA), serving as a software developer, primarily programming in C#. Additionally, I have experience as a freelancer, developing desktop applications and interfaces.

　I am currently pursuing a master's degree at the Aeronautics Institute of Technology (ITA), specializing in Space Sciences and Technologies, with a focus on Artificial Intelligence computing.

　In my free time, I enjoy participating in Game Jams competitions, and I also have personal projects for continuous improvement of my programming skills.

PROFESSIONAL EXPERIENCE

ELECTRONIC SYSTEMS AND SOFTWARE DEVELOPER

Electronics Division, DCTA - São José dos Campos, São Paulo, Brazil　　*2019 - Current*
▪ Developed Java software for electronic equipment control;
▪ Developed embedded C firmware;
▪ Programmed embedded PCM encoders for rockets.

Defense Division, DCTA - São José dos Campos, São Paulo, Brazil　　*2014 - 2019*
▪ Developed software for controlling and monitoring unmanned aerial vehicles using C# in Visual Studio;
▪ Designed and developed general-purpose desktop applications in C# (WinForms) in Visual Studio for data acquisition and project management;
▪ Designed and assembled electronic circuits.

FREELANCE SOFTWARE DEVELOPER

Kalts Industria e Comercio Ltda.　　*2018 - 2024*
▪ Developed C# (WinForms) control interfaces for electronic displays used in road tolls, using TCP, UDP, and serial communication;
▪ Development of integrated monitoring systems with Pumatronix cameras for internal control of condominiums.

EDUCATION

MASTER'S DEGREE IN SPACE SCIENCE AND TECHNOLOGY WITH A FOCUS ON ARTIFICIAL INTELLIGENCE COMPUTING

ITA - Aeronautics Institute of Technology   *In Progress*

POSTGRADUATE STUDIES IN SOFTWARE DEVELOPMENT

Faculdade Focus   *In Progress*

BACHELOR'S DEGREE IN COMPUTER SCIENCE

UNIFESP - Federal University of São Paulo   *2015 - 2019*

BACHELOR'S DEGREE IN SCIENCE AND TECHNOLOGY

UNIFESP - Federal University of São Paulo   *2015 - 2017*

TECHNICIAN'S DEGREE IN ELECTRONICS

CTIG - Industrial College of Guaratinguetá - UNESP   *2010 - 2012*

LANGUAGES

ENGLISH

Fluent

PORTUGUESE

Native

ABILITIES

PROGRAMMING LANGUAGES

C# ▪ Java ▪ Python ▪ C ▪ C++

TECHNOLOGIES

.NET ▪ .NET MAUI ▪ .NET Xamarin ▪ WinForms ▪ GitHub ▪ Scrum

INTEGRATED DEVELOPMENT ENVIRONMENTS

Visual Studio ▪ Unity3D ▪ Eclipse ▪ Visual Code

PRACTICES

Design Patterns ▪ Object-Oriented Programming ▪ Agile Methodology ▪ Clean Architecture

PORTFOLIO

ONLINE GAME PROJECTS

https://renanruan.itch.io

GIT REPOSITORY

https://github.com/renanruan

COURSES AND CERTIFICATION

INTRODUCTION TO SOFTWARE TESTING AND SOFTWARE QA

Udemy, Online Course   *Completed in 2024*

ADVANCED TOPICS IN C#

Udemy, Online Course   *Completed in 2023*

STEPPING UP TO CSHARP (C# ACCELERATOR)

Udemy, Online Course   *Completed in 2023*

DESIGN PATTERNS IN C# AND .NET

Udemy, Online Course   *Completed in 2023*

THE COMPLETE SQL BOOTCAMP: GO FROM ZERO TO HERO

Udemy, Online Course   *Completed in 2023*

PROGRAMMING DESIGN PATTERNS FOR UNITY: WRITE BETTER CODE

Udemy, Online Course   *Completed in 2023*

ASP NET (C#) - CRUD: PROGRAMAÇÃO EM CAMADAS

Udemy, Online Course   *Completed in 2022*

UNITY3D INTRODUCTORY COURSE

CEGI - Center for Games and Internet Studies - UNIFESP   *Completed in 2017*

ADVANCED ENGLISH LANGUAGE COURSE

LAL - Language Centres, London, England   *Completed in 2017*

VOLUNTEER-EXPERIENCE

EDUCATIONAL GAME DEVELOPER

CEGI - Center for Games and Internet Studies - UNIFESP   *2017 - 2019*
▪ Development of educational games in partnership with public elementary schools in the region, using Unity3D.

INSTRUCTOR FOR THE INTRODUCTION TO UNITY 3D COURSE

CEGI - Center for Games and Internet Studies - UNIFESP   *2018 - 2019*
▪ Conducting the course for university students and non-students, teaching the basic concepts of Object-Oriented Programming (OOP), the C# language, and the Unity3D platform.