Rafael Figueira Gonçalves | MSc

Italo-brazilian, 27 years old, married, full-stack engineer, automation and cat enthusiast.

Academic Formation

UEL - Universidade Estadual de Londrina

Computer Science Master's degree

UENP - Universidade Estadual do Norte do Paraná

Computer Science Bachelor's degree

Cardiff and Vale College

A-Levels in Mathematics, Statistics, and Computing

Londrina PR

2020-2023

Bandeirantes PR

2015-2019

2015-2019

Cardiff UK

2013-2015

Professional Experience

MartEye Galway IE (Remote)

Node, React-Native, Next, Electron, and GCP 2022-2023 (13 Months)

MM Digital Curitiba PR (Remote)

Node, React, Electron, and Browser Extension 2021-2022 (18 Months)

TARS Tecnologia Londrina PR (Hybrid)

Vue, Knockout, and .NET 2020-2021 (13 Months)

Multiple Clients Brazil (Remote)

Unity3D, Android Native, and React 2018-2020 (24 Months)

Fundação AraucáriaScientific Scholarship Projects
Bandeirantes PR
2017-2019 (36 Months)

Academia de Inglês Washington Bandeirantes PR

English Teacher 2016-2017 (12 Months)

SetupJr Bandeirantes PR

Vanilla Web and WordPress 2015-2016 (12 Months)

The Valleys Regional Equality Council

Abercynon UK

Web Design - IT Intern 2012 (3 Months)

Languages

Portuguese: Native (born and educated in Brazil).

English: Advanced (lived and studied for 4 years in the United Kingdom).

Italian: Advanced (lived and studied for 2 years in Italy).

French: Intermediate (lived and studied for 1 year in Switzerland).

Technical Skills

Programming Languages: JavaScript, TypeScript, Python, Golang, C++, C#, Java, SQL and AutoHotKey.

Technology List: Node, React + Native, Vue + PWA, Knockout, Jest, webpack, vite, Electron, Google Cloud, Firebase, MongoDB, PostgreSQL, Git, LaTeX, Regex, Unity3D, Chromecast, Chromium Browser Extensions, Containers, Airtable, and Arduino Micro-controllers.

NPM Packages: axios, express, moment, toggl-api, gojs, prismjs, @mui/material, @capacitor/android, @capacitor/core, vuetify, vuex@next, vue-router, vue-cli-plugin-electron-builder, vue-clipboards, ytdl-core, ytsr, googleapis, dateformat, @babel/polyfill, @projectstorm/react-diagrams, electron, eslint, speechyl, fuse.js, youtube-dl-exec, google-translate-api, i18n, react-router, react-redux, react-tooltip, console-feed.

Currently Learning: HTMX, R, Kubernetes, and P5.js.

Notable Projects and Interests

Academic Research in Software Engineering: mentored by PhD André Luís Andrade Menolli. The master's thesis and publications were focused on researching, proposing, and testing a Model-Driven Development approach, targeting Cyber-Physical devices. This research has produced a framework and a prototype tool which generates Arduino C++ source code from visual diagram editing.

Dozens of Personal Projects: Multiple archived projects, from VoIP tool, tourism apps, soundboards, to concept games, totaling 50k+ downloads on Google Play without any advertisements.

Participation in Developer Jams and Hackathons: Example: this project was developed in 8 hours for a LudumDare event: github.com/rzfzr/LD38.

Involvement in Open-Source Community: Interested in open projects, contributed to GitHub repositories, such as timgrossmann/InstaPy and 7eggs/node-toggl-api.

Innovation and Ownership Visions: During and after my graduation, I participated in entrepreneurship events, developing my own products with colleagues, one of theses projects has received state funding for startup stimulus, and won a significant money/mentorship prize at an innovation competition (Desafio Flex Inovação).

Multidisciplinary approach and interests: I have been immersed in multiple areas, not all intrinsically software-based. Such as 3D modeling, video editing, game making, beekeeping, pisciculture, machining, electrics and electronics.

Interest in Education: I have organized numerous workshops within university events and created educational tools. Additionally, I served as the student monitor for the programming class for a duration of two years.

Contributed to NASA's Space Place Prime: Assisted in the development and testing of the Android application.