

Vinicius Inacio Rezende

Curriculum Vitae

Brazilian, single, 23 years (1999/03/19)

Santos, São Paulo, Brazil.

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SUMMARY

Currently graduating for a Bachelor's Degree in Information Systems at Santa Cecília University and, in the past, worked as a researcher in Archeology. Nowadays, I work as a Junior Full Stack Software Developer, specifically for web application's APIs and database modeling, expansion and maintenance. Interested in Software Development and Game Development, being C# the first language that I had contact with programming, I develop games indepently, using Unity Game Engine.

EDUCATION

University

- Graduation in Information Systems – Santa Cecília University (2021 – in progress, expected grad is 2024).
- Graduation in Archaeology and Conservation of Rock Art – Federal University of Piauí (2017 –interrupted in 2020).

High School:

- Colégio Vértex – 2013 - 2016.

PROFESSIONAL EXPERIENCE

- GBM Tech & Control
 - Junior II Full Stack Developer.
 - Refactoring and adaptation of a legacy system written in Delphi to C# - using technologies such as .Net and Entity Frameworks, design patterns (Repository, Facade and Observer) and use of Domain Driven Design. Creating APIs using C# with Restful best practices.
 - 2022/12 – Currently.
- GBM Tech & Control
 - Junior Back-end Developer.

- Complete API development using node.js with focus on refactoring monolithic systems to a more modular, flexible and expandable architecture. Remodule, maintenance and sustenance of database to correctly adapt to business rules and allow scalability.
- 08/2022 – 12/2022.
- GBM Tech & Control
 - Intern as a Software Developer.
 - Development of web applications using the Angular Framework, expansion and maintenance of APIs, database modeling and creation of SQL scripts for various functionalities.
 - 2022/03 – 2022/08.
- Companhia de Habitação da Baixada Santista – COHAB Santista
 - Intern as End-User support
 - User support, network management, hardware maintenance and general IT support.
 - 2021/03 – 2022/03.

SKILLS

- Advanced English.
- Knowledge in Programming Languages and Tools: JavaScript, TypeScript, C#, HTML5, CSS3, SQL, PostgreSQL, React, Angular, Sass, NodeJS, Git and Unity.
 - Also had contact with the following technologies: MySQL, MongoDB, Bulma and TailwindCSS.
 - Used the following IDEs: Visual Studio Code, Visual Studio Community, JetBrains WebStorm, JetBrains DataGrip, JetBrains Rider and DBeaver.
- Knowledge in Agile Methodologies: Scrum, Kanban and Scrumban.
- Teamwork on small and large scale projects.
- Leadership in software projects.