

# THAIS CAMPOS

## SOFTWARE ENGINEER

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## SKILLS

- JavaScript
- Python
- Node
- React
- HTML/CSS
- C#
- MySQL
- MongoDB
- Git
- JIRA
- REST API's
- Unity3D
- TestRail
- JEST
- Mocha.js
- Jenkins

## EDUCATION

### 100 DAYS OF CODE: THE COMPLETE PYTHON PRO BOOTCAMP FOR 2023

APR 2023 - PRESENT

[github.com/thaismca/Python-Practices](https://github.com/thaismca/Python-Practices)

### THE MODERN JAVASCRIPT BOOTCAMP COURSE (2022)

OCT 2022 - DEC 2022

[github.com/thaismca/Javascript-Practices](https://github.com/thaismca/Javascript-Practices)

### DIPLOMA, SYSTEMS ANALYSIS AND DEVELOPMENT

Faculdade Anhanguera

JAN 2011 - JUL 2013 | BRAZIL

- Top of the Class and Valedictorian.

- Capstone: Gym Management Web System, developed using ASP.NET MVC

### BACHELOR'S IN BIOLOGICAL SCIENCES

Centro Universitario UNA

AUG 2005 - DEC 2010 | BRAZIL

- Scholarship holder, granted for remarkable performance in admission tests.

Software Engineer with over 10 years of experience in Systems Analysis and Web Development with a keen eye for detail, problem-solving acumen, and broad background that facilitates the approach, understanding, and resolution of problems from different aspects.

## PROJECTS

### RunnerWise

This collaborative project is a web application to manage coaches' relationships and interactions with runners. It empowers coaches by offering a variety of features, which include sending training schedules and receiving feedback from athletes directly on the application, building training schedules from scratch, and tracking athletes' progress.

Tech stack: **React, SASS, Axios, Node, Express, Knex, MySQL**

### Galaxy Shooter Game

PC: [github.com/thaismca/GalaxyShooterPC](https://github.com/thaismca/GalaxyShooterPC)

Mobile: [github.com/thaismca/GalaxyShooterMobile](https://github.com/thaismca/GalaxyShooterMobile)

2D top-down perspective, shoot-space war game, developed using **C#** and **Unity 3D**

## EXPERIENCE

### Development Support / QA | IUGO Mobile Entertainment

MAR 2019 - AUG 2022, VANCOUVER, BC

- Collaborated in cross-functional teams' projects (**C#** & **C++**) identifying and diagnosing bugs, suggesting solutions, and escalating issues to senior developers when applicable.
- Reduced ratio of tickets revisited by leveraging my experience with documentation before feature implementation, thus preventing a significant amount of issues from happening.
- Led the QA team on the renowned, worldwide-played mobile game *The Walking Dead: Road To Survival*.
- Led the QA team on the first title published by IUGO Games, *Kingpin Underworld*.

### Educator, JavaScript | LaSalle College

JAN 2019 - DEC 2019, VANCOUVER, BC

- Delivered engaging lectures in Computer Animation for Multimedia (JavaScript, jQuery, After Effects) to over 100 students.
- Facilitated in-class activities, group discussions, demos and provided expert technical guidance to students.
- Designed and developed course materials such as syllabi, homework assignments, handouts, and exams.

### WordPress Developer and Content Creator | Freelance

SEP 2015 - JAN 2019

- Built personal blogs and professional websites with WordPress.
- Created social media content and blog posts for sites and influencers in the Running community.

## EXPERIENCE

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### **Operations Analyst** | Samba Tech | SEP 2014 - JUL 2015 | BELO HORIZONTE, BRAZIL

- Mapped the flow of activities in both Technology and Marketing teams, identifying opportunities for improvement, and elaborating strategies to implement solutions and continuously build upon established processes.
- Refined existing KPIs in collaboration with the Chief Operating Officer, and implemented strategies to ensure these KPIs would provide valuable information.
- Managed projects involving customization of the company's video platform.

### **System Requirements Analyst** | Ibrowse | JUN 2014 - AUG 2014 | BELO HORIZONTE, BRAZIL

- Created the documentation for the existing core applications at the company that manages and supervises the public transportation and traffic system in Belo Horizonte - Brazil (BHTRANS), making it easier to oversee the current state of these applications and decide on new features and applications to improve the company's services.
- Worked hand-in-hand with the development team to make discussions/decisions on features scope, quality, and schedule.

### **Process Quality Advisor** | Powerlogic | JAN 2014 - MAY 2014 | BELO HORIZONTE, BRAZIL

- Implemented audit procedures to verify the compliance of work products to standards, procedures, and requirements applicable at predefined milestones throughout the project life cycle.
- Sole performed a Quality Assurance role during the MPS.BR certification process, appointed by the company Director himself and given complete autonomy, for he trusted in my ability to perform the tasks with impartiality and authority.

### **Systems Analyst** | Powerlogic | FEB 2013 - DEC 2013 | BELO HORIZONTE, BRAZIL

- Documented and reviewed the requirements of projects developed for two major Federal institutions.
- Mediated all communication between the development team and the customer representative concerning requests, standards, expectations, and other project matters.
- Provided technical assistance to managers and Technical Project Coordinators in request management, project prioritization, resource allocation, and regular reviews.