Lucas Philippe

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Summary

Software Engineer with experience designing, developing and testing software applications in agile environments, effectively collaborating with cross-functional teams to deliver high-quality code using **React, Typescript, Node and Go**. Fluent in English and Portuguese, with intermediate Spanish and basic Japanese proficiency.

Experience

Frontend Developer
Ligga Telecom   Jun 2024 - Present

- Designed, implemented, tested, deployed, and maintained a React Native mobile application with over 200,000 monthly active users, collaborating with UX/UI designers and backend developers to ensure seamless integration and user experience.

- Collaborated with multiple teams to drive business decisions while building a React and Typescript web application used by all customers.

- Integrated and unified customer-facing applications with 3 distinct billing systems from different vendors, simplifying the user journey into a cohesive and efficient experience.

Software Engineer Intern
E-Governe   Oct 2022 - Dec 2023

- Collaborated with senior developers to migrate legacy Oracle SQL procedures into PostgreSQL, achieving a significant cost reduction annually in licensing while enhancing database performance.

- Worked closely with customers to build over 10 new scalable and fault-tolerant report generation routes with Java Spring.

- Designed and coded interactive, responsive and easy to use web pages for over 150 public schools using Angular, RxJs and TypeScript.

Programming Teaching Assistant
Pontifical Catholic University of Paraná   Mar 2023 - Jun 2023

- Tutored Object-Oriented Programming (OOP) with the Java programming language to a class of about 40 students, emphasizing conceptual understanding of topics and helping them to enhance computer science and problem-solving skills.

- Provided one-on-one tutoring and support, ensuring software engineering best practices and leading to a higher average test score compared to another class of the same course.

Education

Pontifical Catholic University of Paraná (PUCPR)   Curitiba, Brazil
Bachelor of Science in Software Engineering   Jan 2021 - Dec 2025 (Expected)

- Elected Vice-President of the Software Engineering Academic Center in 2024, successfully representing over 400 students and leading a collaborative effort to orchestrate the Polytechnic School Academic Week, promoting teamwork among all 17 courses within the PUCPR Polytechnic School.

- Attended courses such as Data Structures, Algorithms, Databases, Web Development, Cloud Architecture, Big Data and DevOps maintaining a GPA of 3.46.

Technical Skills

- **Programming Languages**: Typescript, Javascript, Go, Java, Python, C#

- **Frontend Development**: HTML, CSS, React, Angular, React Native, Redux, Vite, Tailwind, Jest

- **Backend Development**: Node.js, Express, Hono, Java Spring

- **Databases**: SQL, PostgreSQL, OracleSQL, MySQL, MongoDB, Prisma

- **DevOps & Cloud**: AWS, Azure, Docker, Docker Compose

- **Version Control & CI/CD**: Git, GitHub, GitHub Actions, Azure Pipelines

- **Networking & Security**: Networks, DNS, NGINX, SSL/TLS, API Security

- **Server Management**: Linux, Bash scripting, SSH, NGINX

Certifications

Salesforce Certified AI Associate
Salesforce — Nov 2024

Scrum Foundation Professional Certificate
Certiprof — Nov 2024

Six Sigma White Belt Certification
Aveta Business Institute — Jul 2024

Web Application Development with React JS
Pontifical Catholic University of Paraná — Jun 2024

Santander 2024 – AWS Certification Training
DIO — May 2024

Software Development Training
Pontifical Catholic University of Paraná — Jan 2022

Languages

- **Portuguese**: Native

- **English**: Fluent

- **Spanish**: Intermediate

- **Japanese**: Basic

Achievements and activities

Volunteer
Instituto Água e Terra (IAT) — Sep 2024 - Present

Worked as part of a dedicated team to assist in environmental conservation efforts, transporting essential materials such as stone and wood to restore hiking trails in the hills of Curitiba.

Challenge Based Learning Hackathon
Apple Developer Academy — Oct 2022

Leveraged prototyping tools and design thinking methodologies to solve real-world problems with dynamic groups, presenting a solution to organizers by the end of the event.

XIX Brazilian Computing Olympiad (OBI 2017)
State University of Campinas — Jun 2017

Competed in the first and second phase of the Brazilian Computing Olympiad, solving complex problems in a limited time frame and using algorithms and data structures to solve problems efficiently.

2016 Paralympic Game Jam - Best Game (Public Choice)
Pontifical Catholic University of Paraná — Aug 2016

Received the public choice award for the best game developed during the 2016 Paralympic Game Jam, a 48-hour game development competition.

Volunteer
Colégio Saint Germain — Feb 2015 - Dec 2017

Collaborated with fellow volunteers to create thermal blankets from styrofoam for donation to underserved nursing homes, contributing to community welfare during the winter months.