

Marcelo Soares

Full Stack Developer | M.Sc. in Computer Science | PHP & C# | Unity 3D

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Profile

I am a backend developer with over 8 years of experience creating web platforms, CMSs, and data visualization dashboards. Over the years, I've had the pleasure of collaborating with teams in Brazil, Canada, and the USA, developing complex systems with payment API integrations and achieving impressive results in SEO best practices. My goal is to contribute to teams that are as passionate about their work as I am, whether in web development or in the game industry.

Professional Experience (Last 4 Positions)

ServiSpot

Full Stack Engineer

2024 | New Brunswick, Canada

- Delivered a robust and scalable solution connecting residents with local service providers efficiently.
- Led the development of the ServiSpot platform, from system architecture and engineering to business rule integration, using **PHP 8** and **Laravel**, including **PayPal API** integration.

MaxRender Magazine

Full Stack Developer

2017 – 2024 | Rio de Janeiro, Brazil

- Built a comprehensive **Laravel** CMS from the ground up, covering all business rules and system architecture.
- Improved the platform's SEO performance from 45% to 100%, reaching the highest rating in best practice compliance.

CBDC Restigouche

.NET C# Programmer

2023 – 2024 | New Brunswick, Canada

- Enhanced the business financing platform with new functionalities and resolved critical issues for clients across **New Brunswick**, **Prince Edward Island**, and **Nova Scotia**.

Fiotec (Foundation for Scientific and Technological Development in Health)

PHP Web Developer

2015 – 2020 | Rio de Janeiro, Brazil

- Developed dashboards for public health monitoring in the state of Rio de Janeiro, supporting strategic decision-making for a population of over 6 million.
- Implemented **ETL** processes on the server using **crontab**, **shell scripts**, and **PHP** to automate reporting and notifications, improving data flow efficiency.

Education

Master's in computer science (focused on Cognitive Neuroscience and Intelligent Systems)

Federal University of Rio de Janeiro, 2012 - 2014 | Rio de Janeiro, Brazil

Thesis: Evolutionary, Adaptive, and Predictive Computational Model for Cognitive Assessment Systems

Diploma in Game Development

New Brunswick Community College (NBCC), 2021 - 2023 | New Brunswick, Canada

Final GPA: 3.8/4.0 | Key Skills: **Game Programming, AI, REST APIs, WebGL, C, Java, Game Physics**

Certificate in Innovative Project Management

University of Akron, 2022 | Ohio, USA

Technical Skills

- **Languages:** PHP, C#, JavaScript, SQL, Python, Shell (among others)
- **Tools and Frameworks:** Laravel, .NET, Unity 3D, REST APIs, AWS, GitHub, Linux
- **Management and Methodologies:** Agile (Scrum), CI/CD, Technical Documentation

Languages

- **Portuguese:** Fluent

References available upon request.