

Eduardo H.P.

I'm a versatile programmer with experience across infrastructure, Web3, frontend, and backend development. I'm always focused on finding the best design solutions for every project. I'm not just about writing code—I'm also a creative thinker, communicative, and proactive in my work.

RELEVANT EXPERIENCE

Full Stack Engineer - Voidge

APRIL 2022 - PRESENT

My main objectives were related to the core Back-End, but I also worked on an Admin for the project, Python scripts, interactions with the Blockchain, and scripts and plugins for Unity.

R&D of 3D Technologies - Geopixel Geotechnologies

OCTOBER 2020 - JAN 2022

Researcher of three-dimensional graphic rasterization algorithms and developer of a high-performance three-dimensional visualization platform.

Internship Frontend - Quero Education

OCTOBER 2019 - APRIL 2020

N2 Support, development of features for the customer service system in Elixir and Vue.js, error monitoring, and bug fixing.

EDUCATION

Computer Science - 42 School

AUGUST 2021 - JUNE 2022

The 42 School's methodology offers a significant advantage through its project-based, peer-to-peer learning approach, fostering autonomy, collaboration, and problem-solving skills.

Computer Systems Analysis - FATEC

JANUARY 2017 - DECEMBER 2021

FATEC is a network of public colleges offering free higher education in various technological fields. Focused on training highly skilled professionals, Fatec stands out by providing quality education aligned with the demands of the job market.

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SKILLS

Programming Languages

JavaScript, C, C++, C#, Elixir, Python, SQL, WebGL.

Libraries & Frameworks

React, Next.js, Nest.js, Node.js, Three.js, Angular.

Tools & Platforms

Git, Github, Vercel, Heroku, Algolia, Docker, Webpack, AWS, React, Next.js, Nest.js, Node.js, Remix, Unity, Unreal, Godot.

SELECTED PROJECTS

Voidge Metaverse

A WEB3 metaverse for browsers that uses blockchain technologies!

WebGL GeoMap

A three-dimensional map built with pure WebGL for real cities!

Polinerva

A dictionary of techniques in the form of hyperconnected graphs!

INTERESTS

VR, Blockchain, Games, Graphic Engines, Education, Utilities, User Sovereignty.