

SAMUEL ALEXANDER FERREIRA TAVARES

Junior Full Stack Developer | JavaScript, Java, Python, Automation and Databases

Rio de Janeiro, RJ, Brazil

Phone: +55 21 98504-8171

Email: samuelferreira.trabalho@gmail.com

LinkedIn: <https://www.linkedin.com/in/samuelferreira-dev/>

GitHub: <https://github.com/Zirphaz>

Portfolio: <https://zirphaz.github.io/Zirphaz/>

OBJECTIVE

Seeking an internship or junior opportunity in software development, front-end, full stack, Python automation, technical support with development, entry-level cybersecurity or digital technology projects, contributing with practical problem solving, organization and continuous learning.

PROFESSIONAL SUMMARY

Developer with practical experience building websites for small businesses, database automation systems and internal tools for operational organization. Strong knowledge of JavaScript, Java, Python, SQL, JSON, programming logic and real-world digital projects, including market automation, apartment management, portfolio development and a React dashboard.

Also has experience with cybersecurity, networks, C++, Lua, Unity and Unreal Engine 5, including movement systems, interactive prototypes, animations and texture creation. Currently studying Advertising, combining technology, communication, design, audiovisual production and product vision.

TECHNICAL SKILLS

Programming and Development: JavaScript, Java, Python, HTML5, CSS3, React, Node.js, C++, Lua, SQL, JSON, Git, GitHub, VS Code, CustomTkinter.

Automation and Systems: process automation, SQLite, database systems, internal tools, dashboards, data organization, API integration, system architecture and business logic.

Cybersecurity and Infrastructure: cybersecurity fundamentals, networks, digital security, data protection, risk analysis and information integrity.

Design, Advertising and Audiovisual: advertising, digital communication, branding, UX, product presentation, video editing, scripting, cinematic language, Premiere, Filmora, Photoshop, Illustrator and InDesign.

Engines, Games and Simulation: Unreal Engine 5, Unity, C++, Lua, professional animation creation in UE5, texture creation, system logic, prototyping and train/ship movement systems.

EXPERIENCE AND PROJECTS

Software Development and Automation | Independent Projects

January 2026 - Present

- Built institutional websites and portfolio pages focused on digital presence, contact and user experience.
- Developed a Python and SQLite market automation CLI for product registration, stock control, sales and category summaries.
- Created a React business dashboard with metrics, sales by category, stock alerts and project tracking.
- Worked with SQL and JSON to structure information and improve operational data flows.
- Built Python automation logic for records, queries, reports and reduction of repetitive tasks.
- Applied cybersecurity good practices related to data care, information integrity and access organization.
- Used Git, GitHub and VS Code for version control, documentation and project organization.

Technology, Game and Interactive Systems Projects

Practical experience

- Developed system logic and prototypes with Unreal Engine 5, Unity, C++ and Lua.
- Created professional animations and textures in Unreal Engine 5 for interactive projects and simulations.
- Worked on train and ship movement systems in Unreal Engine 5, focused on simulation and transport behavior.
- Applied programming, product thinking and user experience concepts to digital and interactive projects.

Audiovisual, Design and Digital Communication

Academic and practical experience

- Produced audiovisual content focused on scripting, editing, cinematic language and digital media.
- Used Premiere, Filmora, Photoshop, Illustrator and InDesign for editing and visual communication.
- Applied Advertising concepts to branding, product presentation and user experience.

EDUCATION

Bachelor's Degree in Advertising

Estacio - In progress

Audiovisual Production

IFG / Escola Solano Trindade - Ministry of Culture - 2024

Workload: 60 hours

Focus: scripting, cinematic language, social media distribution and mobile media.

Elementary Education Completed

COURSES AND CERTIFICATIONS

- Software Development with Python and C++ - Udemy - 2026
- Cybersecurity and Networks Specialization - Udemy - 2025
- Digital Security and Data Defense - Udemy - 2025
- Systems Automation with Python - Udemy - 2025
- Programming Logic and Data Structures - Fundacao Bradesco - 2024
- Audiovisual Production - IFG / Escola Solano Trindade - 2024

KEYWORDS

JavaScript, Java, Python, React, Node.js, automation, SQLite, SQL, JSON, HTML, CSS, Git, GitHub, C++, Lua, Unreal Engine 5, Unity, UE5 animations, texture creation, movement systems, simulation, cybersecurity, networks, APIs, front-end, full stack, web development, internal systems, dashboards, advertising, design, audiovisual, UX, Photoshop, Illustrator, InDesign, Premiere and Filmora.