

ADEMIR JOSÉ FERREIRA JÚNIOR

SOFTWARE ENGINEER

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26 years old • Laguna/SC, Brazil

SUMMARY

Software Engineer focused on full-stack web applications, scalable frontend architecture, and performance. Strong background with React, Next.js, TypeScript, and Node.js, building products with attention to maintainability, testing, API design, and delivery quality. Developed projects involving monorepo architecture, end-to-end type safety, authentication/session flows, CI/CD pipelines, and browser performance optimization, including a Rust/WebAssembly graphics-processing tool.

SKILLS

Languages: JavaScript, Typescript, Python, Rust • **Frontend:** React, Next, Vue, SASS, TailwindCSS • **Backend:** Node, Prisma, PostgreSQL, MongoDB, Mongoose, GraphQL • **Tests:** Vitest, Jest, Testing Library, Storybook • **DevOps & Tools:** Git, Docker, Figma

PROJECTS

Nexus | SaaS Platform [2025] | nexusapp.fly.dev

- **Stack:** Next.js, React, TailwindCSS, Node.js, Express, PostgreSQL, Prisma, Jest, Testing Library, GitHub Actions, Docker, Fly.io.
- Designed a monorepo architecture with shared Zod schemas, enabling end-to-end type safety and synchronized contracts across frontend and backend.
- Solved authentication race conditions by implementing a Promise Singleton flow for refresh-token rotation, preventing user logout during parallel requests.
- Built a content-addressable upload pipeline with SHA-256 hashing and presigned URLs, reducing duplicate storage and avoiding file transfer bottlenecks on the API.
- Implemented automated testing and CI/CD pipelines to support reliable delivery and production deployment.

Fix My Halo | Graphic Processing Tool (Web & CLI) [2026] | fixmyhalo.vercel.app

- **Stack:** React, TypeScript, TailwindCSS, Rust, WebAssembly.
- Architected a shared Rust processing core compiled both to native CLI and WebAssembly, enabling the same image-processing logic across desktop and browser environments.
- Added parallel processing with Rayon in the CLI and Web Workers on the web to handle large textures without blocking the UI.
- Developed pixel-buffer algorithms to fix transparency artifacts in game assets, solving a real graphics-processing problem with a performance-oriented approach.

Simple Motion React | Animation Library [2024] | simple-motion-react.vercel.app

- **Stack:** React, TypeScript, Jest, Testing Library, Storybook.
- Built a declarative animation library for React with a custom state machine to support exit animations beyond React's default unmount behavior.
- Implemented browser-rendering utilities to ensure correct initial-frame painting in CSS transitions, improving animation consistency.
- Achieved strong reliability through full test coverage, Storybook-based component validation and documentation, and packaged distribution for reuse.

EDUCATION

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Bachelor of Computer Science • 2017-2022

LANGUAGES

English

Advanced