# Josué Silva Henrique

#### PERSONAL INFORMATION

Contact: (41) 98498-7049
Date of Birth: 07/30/2001
Address: Rua Rocha Pombo
Location: Paranaguá/PR

• E-mail: josue21servico@gmail.com

Driver's License: Arrais-Amador, CNH (A and B)
 Website (Portfolio): <a href="https://josuashenrique.site/">https://josuashenrique.site/</a>

#### **ACADEMIC BACKGROUND**

Technology in Systems Analysis and Development – Federal Institute of Paraná (IFPR) - 2025

#### PROFESSIONAL HISTORY

1. Entity: BRF

Period: 02/19 to 12/1

**Position**: Administrative Assistant (Apprentice)

**Tasks**: Organization and supervision of monitoring spreadsheets. Restocking materials in designated areas. Planning daily meetings for HR and SESMT announcements. Creating spreadsheets connected to SAP through VBA.

2. Entity: INTERALLI S/A

Period: 01/16 to 06/17

**Position**: Administrative Assistant (Apprentice)

**Tasks**: Software and hardware cleaning for cameras. Organization, supervision, and maintenance of computers. Troubleshooting turnstiles, clocks, attendance systems, and servers.

3. Entity: Incubator - IFPR

**Period**: 01/23 to 12/24

Position: Scholarship Holder (Project: Smart Harpia, Smart Harpia 2)

**Tasks**: Data modeling, data visualization development (Power BI), prototype development (IoT, C++/C#), software development (Laravel, Node.js), documentation, and agile methodologies (SCRUM, KANBAN, PLANE).

## **CERTIFICATIONS & COURSES**

- CECAP Computer Science Windows 7, Word 2007, Excel 2007, Internet 8.0, 2015.
- UDEMY Algorithms and Programming Logic, 2022.
- CURSOEMVIDEO Python 2 Advanced, 2023.
- ENGLISHBAY Online English Course C2 (IN PROGRESS).

- POWER BI Intermediate (creation of online dashboards with automated databases)
- EXCEL Advanced (spreadsheet creation with VBA for macros, enabling multiple options)
- GAME DEVELOPMENT Intermediate (game creation using Game Maker Studio and Godot)
- PYTHON, C++/C#, LARAVEL / PHP, NODE / REACT / REACT-NATIVE Intermediate
- SQL Intermediate
- ENGLISH B1 Pre-Intermediate

## **PROJECTS**

- Web System for Project Showcase Development of a web system for the incubator, integrating
  various areas, such as IoT with ESP32, backend in TypeScript (Node) for APIs, and frontend with
  Laravel.
- Exposição Lagamar (Participation) Assisted in creating the navigation, footer, and FTP hosting process for the exhibition website of UNESPAR at the MAE/UFPR Museum.
- Oráculo Project (Participation) Developed the code for the virtual assistant's face, created new Al interactions, and organized and integrated new functionalities into the system. The code for the face can be found in my repository: <a href="https://github.com/Mauboru/VirtualEyes">https://github.com/Mauboru/VirtualEyes</a>.
- Eco-Guardiões Game developed using GMS2 aimed at educating elementary school children in Paraná's coastal region. The project won first place in IFPR's 2023 Hackathon! Currently serving as my thesis project: <a href="https://gx.games/pt-br/games/gq8xv5/eco-quardioes/">https://gx.games/pt-br/games/pt-br/games/pg8xv5/eco-quardioes/</a>.
- API for TCP Endpoint Connection A Python API developed for InfoTech, designed to bridge an older system that only accepts GET requests with a SOAP-based API. https://github.com/InfoTech-PR/API-TCP-CANALSUESTE
- Web System for Framework Migration of a desktop system to a web-based platform using Laravel + Vue, developed for InfoTech. The system manages various company aspects, including employee and client registration. https://github.com/InfoTech-PR/FRAMEWORK-WEB
- Diária Aqui App A mobile system I am developing as a personal project to assist with quick service jobs in society. <a href="https://github.com/Mauboru/DIARIAAQUI-APP">https://github.com/Mauboru/DIARIAAQUI-APP</a>

# Dashboards:

- 1. Encalhe de Cetáceos UFPR
- 2. Águas Estuarinas TCP
- 3. Medidor de PH MOSAIC
- 4. Painel de Legislação LAGEAMB
- 5. Monitoramento de Mamíferos GMSM