

Junior Product Engineer

ALANDER MENEZES ARANTES DE ÁVILA

WORK EXPERIENCE:

Software Engineering Intern

Paraná State Court of Accounts (TCE-PR)

July 2025 – Now | Curitiba, PR (Part Time | On Site)

Conduct user research and turn findings either into Figma or functional prototypes code for government audit systems. Introduced UX methodologies that are now part of the organisation's processes, and currently building an AI tool to assist auditors with literature review studies during audit planning.

Scientific Researcher & Full-Stack Developer

National Council for Scientific and Technological Development (CNPq)

July 2025 – Now | Curitiba, PR (Part Time | Remote)

Design and develop a decision-support system for industrial maintenance management as part of a research and technological innovation project, using process mining and machine learning to detect drifts in manufacturing processes. Vibecoded front-end in React, backend in Kotlin and API services in Python. Scholarship program renewed for 2026/27.

English Instructor

Self-employed & language schools (Wizard, Skill)

2015 – Now | (Full Time | Remote, On Site)

Teach English (A1-C2) and German (A1-B1) to adults in one-on-one private lessons (ongoing since 2015), and taught group classrooms in language schools (until 2017).

Portuguese-English Translator

FURIA e-Sports, B&Partners & others

2021 – 2024 | São Paulo, SP (Full Time | Remote)

Ran translation services for multiple companies, with FURIA e-Sports as the main client. Localized 100+ videos now live across social media and YouTube for FURIA's partner brands including Nike, Santander, PokerStars, Red Bull and HyperX.

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Curitiba, PR – Brazil

[linkedin.com/in/aland3r](https://www.linkedin.com/in/aland3r)

Portfolio:

www.alander.io

github.com/aland3r

Languages:

Portuguese - Native

English - Fluent

German - Advanced

Spanish – Intermediate

Soft Skills:

Ownership

Creativity

Problem Solving

Strategic Thinking

Technical Writing

Adaptability

Hard Skills:

UX/UI Design

Vibe Coding

Prototyping

UML Modelling

OOP with Java/Kotlin

Python

React

SQL

BPMN

Editorial Designer

CEI Flora

2018 – 2019 | Goiânia, GO (Full Time | On Site)

Produced educational materials for ESL classes, supporting teachers with tailored learning resources. Designed the editorial layout of an English-language learning book for children, which was printed and distributed at scale for classroom use.

Graphic Designer

Salto, Cicopal & others

2013 – 2018 | Goiânia, GO (Full Time | On Site)

Designed advertising campaigns and brand identities in Photoshop and Illustrator across the food, language-education and regional-retail sectors; trained new designers on Adobe workflows.

EDUCATION:

BA in Software Engineering

Pontifícia Universidade Católica do Paraná (PUCPR)

2024 – now | 6th Semester / 8 (GPA: 8.6 / 10) – Curitiba, PR (On Site)

OOUX Masterclass

Rewired

April 2023 - June 2023

Object Oriented User Experience and the ORCA process.

UX/UI Design Bootcamp

Ironhack

January 2023 – April 2023 (400 hours) – Remote

BA in Graphic Design (incomplete)

Centro Universitário Belas Artes de São Paulo

February 2011 – June 2013 | São Paulo, SP (On Site)

Tools:

Claude Code

ChatGPT

Cursor

Codex

DataGrip

Figma

Figma Make

Fly

Git

GitHub

VS Code

PyCharm

IntelliJ

Notion

Obsidian

Office

Photoshop

Supabase