

Lucas Bittencourt Rauch

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EXPERIENCE

SP Capital

Mar. 2025 – Present

Mid-Level Full-Stack Developer

Itapema, SC

- Developed and maintained a CRM/ERP platform used by 20 internal users, covering frontend, backend, and external integrations.
- Implemented APIs in Node.js and Python for customer management, contracts, authentication, and data flow.
- Designed and developed business features, including user management, permissions, documents, and operation history.
- Contributed to technical planning and platform architecture definition, including data modeling and application flows.
- Developed a React web frontend for API consumption and end-user system operations.
- Deployed separate development and production environments, ensuring isolation and stability.
- Architected and maintained the application's cloud infrastructure on AWS, with APIs on ECS, database on RDS, and frontend on S3 + CloudFront.
- Implemented messaging, automation, and observability using RabbitMQ, N8N, and Grafana LGTM.

TNP - Todos nós podemos

Jan. 2024 – Oct. 2024

Mid-Level Frontend Developer

Remote

- Developed the frontend of a marketplace platform using Next.js, React, and JavaScript / TypeScript.
- Contributed to the marketplace platform ideation process with the team.
- Contributed to backend development using PHP and MySQL.

CLÍNICA CBM

Dec. 2022 – Jan. 2024

Receptionist / VBA Developer

Tijucas, SC

- Provided customer service.
- Planned and developed scripts in Excel (VBA) and Google Sheets (Apps Script) to automate controls and workflows.
- Created automations that reduced the effort required for personal tasks and coworkers' workflows.

PROJECTS

Syntax Rebellion (in development)

- Developed a game with an original story and original artwork.
- Developed a custom programming language as the game's core mechanic.
- Developed logic challenges as game levels.
- Technologies: Unity, C#

Ashen Ember (2025) / Alien Chaos (2024)

- Contributed to team-based game development alongside programming and art teams.
- Contributed to the development of core tools for building a game in C# and Unity.
- Technologies: Unity, C#

Process Scheduling (2025)

- Completed a university project on an operating system process scheduling simulator using preemptive round-robin scheduling.
- Technologies: Java

Raycast (2023)

- Created a 3D game with a custom raycasting engine.
- Technologies: Python, Pygame

Binary Tree (2024)

- Completed a university project implementing a binary search tree entirely in C++.
- Technologies: C++

EDUCATION

Universidade do Vale do Itajaí

Jan. 2023 – Dec. 2027

Bachelor's Degree in Computer Science

Itajaí, SC

- **Topics:** Data Structures, Programming Algorithms, Software Engineering, Databases, Operational Systems, Networks

ALURA

Programming Courses

Remote

- **Topics:** TypeScript Development; Cloud Engineering; DevOps; UX Design; Technical Writing

SKILLS

Programming Languages TypeScript / JS, HTML/CSS, SQL, C#, Java, Excel/VBA

Frontend : React, Axios, TailwindCSS, ShadCN, MUI, NextJS

Backend : ExpressJS, Prisma, AWS S3, PostgreSQL, MySQL

Tools : VSCode, DataGrip, N8N, GitHub, Notion, Jira, Trello

Cloud and DevOps : Linux, Docker, AWS, EC2, ECS, RDS, VPC, S3, GitHub Actions

Languages : English (advanced), Portuguese (fluent)