

MARCELO MENDONÇA MEDEIROS

.NET Software Developer

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SUMMARY

.NET software developer and **Computer Engineering** student with professional experience developing and maintaining desktop applications and systems with **C#, WPF, ASP.NET** and **Entity Framework**, with a workflow built on **version control** with **Git**. Interested in **developer tooling**, **runtime systems**, application integration, **Linux** and cross-platform development. My personal projects complement this experience with **software architecture**, **runtime patching**, **reverse engineering**, automation and tooling. **Analytical** and **methodical**, focused on understanding existing systems and turning them into organized, modular and maintainable solutions.

EXPERIENCE

Junior .NET Developer Mobilemed Soluções Médicas

- 01/2025 - 09/2026
- Developed and maintained **.NET** and **desktop** applications using **C#, XAML** and **WPF**.
 - Evolved **front-end** and **back-end** features with **ASP.NET**, the **MVVM** pattern, **Prism Library** and **Entity Framework**.
 - Worked on an existing codebase: investigating behavior, fixing issues and implementing changes while respecting the system's architecture and constraints.
 - Collaborative workflow with **Git**, supporting maintenance, bug fixing and continuous system evolution.

PROJECTS

Asher

- Personal project
- Modding platform for *Dust: An Elysian Tail*, focused on architecture, runtime systems, tooling and cross-platform support.
- Modular architecture in **C#/I.NET** (launcher, runtime and SDK) that runs modifications safely, reversibly and independently from the original game code.
 - Runtime patching** and game integration using **reverse engineering**, assembly analysis and **Harmony**.
 - Inter-process communication, mod management, installation and updates.
 - Developed and tested across **Windows and Linux**, dealing with differences in environments, game execution and distribution.
 - Practical laboratory for **software architecture**, **debugging**, runtime systems and developer tooling.

Mike's Stash

- Personal project
- Personal website and technical portfolio, built as a customized alternative to traditional portfolio platforms.
- Built on **Obsidian** and **Digital Garden**, with custom structure, navigation, content and presentation.
 - Static-site generation with **Eleventy**, **Nunjucks** and Markdown to organize and publish content.
 - Automated publishing integrated with **GitHub**, keeping content version-controlled.
 - Space to document projects, technical experiments, studies and development decisions.

EDUCATION

Bachelor's Degree in Computer Engineering Faculdade Engenheiro Salvador Arena

01/2022 - 12/2026
São Bernardo do Campo, Brazil

High School Diploma Colégio Termomecanica

01/2018 - 12/2020
São Bernardo do Campo, Brazil

LANGUAGES

- Portuguese** Native ●●●●●
- English** Advanced (TOEFL B2) ●●●●●

SKILLS

.NET PLATFORM

C# & .NETASP.NETWPF & XAMLPrism & MVVMEntity FrameworkSQL & SQL Server

SYSTEMS & RUNTIME

Runtime PatchingReverse Engineering

TOOLS & PLATFORMS

GitLinuxPythonOpenCodeCursor

DEVELOPMENT PRACTICES

AI-Assisted DevelopmentCode Analysis & DebuggingRefactoring

FIND ME ONLINE

- **GitHub**
<https://github.com/MikeMequis1>
- **LinkedIn**
<https://www.linkedin.com/in/marcelo-m-medeiros>
- **Mike's Stash**
<https://mikesstash.com.br/portfolio>
- **Asher**
<https://mikesstash.com.br/asher>