

Pedro Consales Margaronis

Software Engineer

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Languages

Portuguese Native | 920 ENEM
Advanced English

Hard Skills

Advanced:

Full Stack Development
Systems Architecture
Python (Django/DRF)
Tailwind CSS, HTML, CSS

Intermediate:

Google Cloud
ReactTS
APIs REST
PostgreSQL
SQLite
Git & GitHub
C

Basic:

Java, C#

Education

B.Sc. Computer Science

PUC-Rio | 2024.1 – present
(exp. graduation: Jul/2027)

High School

Pensi | 2020–2023

Middle School

Boca Raton, FL, USA | 2018–2019

Full Stack Software Engineer with multicultural and international background. Practical profile, oriented toward planning and execution, focused on organization and maintainability. Continuous learner with expertise in system development using modern stacks and practical use of AI in solutions.

Professional Experience

Software Engineer — Instituto ECOA PUC-Rio (Internship)

Rio de Janeiro | February 2026 – Present

Responsible for developing complete applications — from data modeling and architecture to final delivery — in a corporate environment in partnership with Petrobras. Main stack: **Django**, **React**, **PostgreSQL** and **SQLite**. Developed knowledge of **VPNs**, **Remote Connection**, **SSH**, **Semantic Models**, **Semantic Search**, **Vector Database**, **Embeddings** and **FAISS**.

Software Developer & Researcher — Programa Ignição ECOA (Internship)

Rio de Janeiro | April 2025 – February 2026

Responsible for developing and idealizing solutions for real problems proposed by Petrobras, building MVPs presented in Pitch and Demo format to an evaluation board. Main stack: **Django**, **React**, **TailwindCSS**. Developed **generative AI applications** with **RAG** and **LLM** via **API**, and deepened concepts such as **Server-Side** vs **Client-Side rendering**, **API integration** and **KPI analysis**.

English Volunteer Tutor — Pensi Colégio e Curso

Rio de Janeiro | 2022 – 2023

Responsible for assisting high school students with the English subject.

Projects

dropaí — Surf Championship Management Platform

Developer & Founder | Present

Responsible for developing, alongside a team, a championship management platform for surf organizations. Features **complex rule modeling** such as **heats running asynchronously**, **brackets with formats pre-defined** by **FESERJ** (Rio de Janeiro State Surf Federation), **athlete scoring** and **progression through the brackets**. Stack: **Django** for the main app and **React** for our portfolio. Relational **PostgreSQL** database, with **hosting** and **authentication logic** via **Firebase**.

Compiler — LBS Language

Study project

Compiler in **C** that reads, interprets and translates **LBS** code (a generic programming language) into machine code. Covers concepts of **memory**, **parsing** and **data structures**.