

Juan de Souza

Founder & CEO of TFX Startup

contact@juandesouza.com

Summary

I'm 18 years old, Founder & CEO of TFX Startup, a place where runs innovative products, services and projects. My first business was at 10 years old through a dial-up connection.

Learn more: <https://www.juandesouza.com/>

(Available in Portuguese, English and Spanish)

Experience

Founder & CEO at TFX Startup

janeiro de 2016 - Present

A technology company that seeks to innovate in its products, services and applications in Brazil and in 7 other countries.

<https://www.tfxstartup.com/>

Founder and Editor-in-Chief at TFX

abril de 2010 - Present

TFX was founded in 2010 by Juan de Souza at 10 years of age, aiming to share his experiences with technology. He grew up and nowadays covers three major subjects: Technology, Games and Cinema.

Our goal is to deliver quality information to our audiences in different ways, such as Posts, Podcasts and Videos.

In the first half of 2016, "TFX Startup" was created in order to organize and integrate all our sites and services in a more dynamic way.

Our current focus is on B2B and B2C market.

<https://www.tfxbrasil.com/>

Founder and Manager at RecantoShop

outubro de 2014 - Present

Founded by Juan de Souza at 15 years of age, RecantoShop aims to make different, indicating the best products of the best stores to our users.

If you are an entrepreneur, we offer RecantoShop Prime and RecantoShop Pay as two differentiated solutions for the market.

RecantoShop Prime is a monthly subscription for entrepreneurs who need a dedicated API to add their products or get advice on general purchases.

RecantoShop Pay is a solution for you to create and share a payment link, where the user can choose to use PayPal, PagSeguro, MercadoPago or Skrill in a totally customizable page for your company.

Our current focus is on B2B and B2C market.

<https://www.recantoshop.com/>

Founder and Programmer at Blenner OS

agosto de 2013 - Present

Founded by Juan de Souza at 14 years of age, Blenner OS stands out for its advanced features and support to customers. In addition, in the Control Panel the client can configure the instance and set some guidelines related to his account.

Our clients receive an AES-256 encryption authentication key restricted to only one IP address, in addition to the Blenner OS Dashboard access token. With this, access to SFTP and SSH connections is performed with 4 layers of advanced security and speed in all requests.

Still, customers can choose from 6 different regions to set up the instance, such as: São Paulo (Brazil), Oregon (United States), Sydney (Australia), Tokyo (Japan), London (England) and Frankfurt (Germany).

Our current focus is on B2B and B2C market.

<https://www.blenneros.net/>

Founder and Programmer at UpGamer Engine

fevereiro de 2013 - Present

Founded by Juan de Souza at 13 years of age, the TFX Engine was created, later replaced by UpGamer Engine to meet the demands of developing our platform game without any limitations. That said, the engine's slogan was chosen to encourage new national and international developers: "Create, Innovate, Realize!".

In addition, the entire project is managed by the browser itself, using our cloud computing and artificial intelligence service: Blenner OS and Vanna OS. To perform debugging in the ".exe" or ".dmg" format, for

example, the UGE Console - application was developed to connect to the platform safely and efficiently. All data processing, rendering is performed remotely, saving large processes on your device.

Still, there is the UpGamer Engine for Education project, an innovative initiative for public and private educational institutions. The project addresses some of the challenges of computers in schools, which mostly have basic technical specifications, making it impossible to install more robust software to teach students to program. However, the UGE comes with great differentials to solve these and other problems in a fun, practical and didactic way.

Our current focus is on B2B and B2C market.

<https://www.upgamerengine.net/>

Founder, Programmer and Level Design at Flyto Adventures

maio de 2013 - Present

Flyto Adventures is a Brazilian Indie game with different perspectives and interactive puzzles. The development began in 2013, by Juan de Souza at 13 years of age, while still developing the UpGamer Engine. The initial idea was to realize the old dream of a child: to create the game itself with its own resources.

Still, the game will have a captivating storyline, which will engage the player in scenarios and missions. In addition, the game is being optimized for Windows 10® (with resolution: 720p, 900p, 1080p, UltraWide and 4K).

Our current focus is on B2C market.

The launch is scheduled for 2019.

The game will be available in Portuguese, English, Spanish, French and German.

<https://www.flytoadventures.com/>

Founder and Mentor at EcoVision Solutions

agosto de 2016 - Present

Founded by Juan de Souza at 17 years of age, EcoVision is one of TFX Startup's biggest projects. Our goal is to provide business and user solutions with our cloud computing system where people can schedule a day to properly dispose of their electronic junk within a radius of up to 10 km.

Brazil is in the list of countries that most discard electronic waste in the common waste, that is, the situation is serious. However, we believe that we can reverse this sad statistic by using three fundamental pillars: creativity, determination and state-of-the-art technological resources.

In addition, the PC Sustentável project was created, showing that it is possible to reuse several elements and transform them into others, without the need to buy new items.

Our current focus is on B2B and B2C market.

<https://www.ecovision.com.br/>

Founder and Programmer at ImagineDraw

dezembro de 2015 - Present

ImagineDraw was founded in 2015 by Juan de Souza at 16 years of age, in order to allow users to share their ideas and knowledge with the world.

In addition, within the platform there is the ImagineDraw VIP, with plans for small and medium businesses to communicate with users who have ideas or projects and need support. In this way, SMEs can offer solutions to the specific target audience and enable their prospects to carry out their proposals.

The main segments of the platform are: ImagineDraw Agency, ImagineDraw Ads, ImagineDraw Connect and ImagineDraw Business.

- * ImagineDraw Agency - Ideal Solution for agencies of the most diverse segments that seek to increase their conversion with users who have related demands;
- * ImagineDraw Ads - A solution for SMBs who want a visible space in some areas of the platform with the highest audience, increasing, in turn, the engagement with your product or service;
- * ImagineDraw Connect - Ideal solution for Startups who wish to validate their ideas with users. The options are very varied, ranging from polls to even some videos or 3D models to show your goals. It's an excellent choice for collecting authentic feedback from users engaged with your business model;
- * ImagineDraw Business - Ideal solution to expand your visibility into service delivery, with a customizable area within the platform, where users can view your company's contact information, portfolio and other institutional information. In addition, depending on the category that the customer select your company will appear in the related section, increasing the possibilities of engagement and retention of the prospects.

Our current focus is on the B2B and B2C market.

<https://www.imagedraw.com/>

Founder and Programmer at Vanna OS

novembro de 2016 - Present

Founded by Juan de Souza, at age 17, Vanna OS stands out for its great differential: an artificial intelligence for B2B business.

Vanna OS is an AI capable of making decisions in favor of your enterprise in the aspects of planning and infrastructure of high level scalable. All guidelines are forwarded to the AI that can analyze and respond accurately whether or not to perform a task.

The platform, in turn, has full integration with Blenner OS services, indicating the most recommended metrics for each B2B enterprise.

The AI was created to meet the demands of our startup, which needs more efficient management and increasingly robust security. With this in mind, our algorithm can analyze the usage profile of each user, such as in our dashboards, applications and guidelines. In this way, if there is an unusual activity in a particular account, the AI sends a request requesting the user to enter his token and confirm the information registered.

The system is still only restricted to our startup. However, Vanna OS is increasingly being improved and learning intelligently with our customers and users, without privacy being affected. The initial forecast is for the AI to be open to interested companies in the second half of 2020.

Our current focus is on the B2B market.

<https://www.vannaos.net>

Co-founder and Editor-in-Chief at Sonia Ideias

março de 2013 - Present

Sonia ideas is a blog founded by Sonia Maria who proudly is a lawyer and businesswoman. As co-founder, we have Juan de Souza to 13 years of age, he developed the logo and visual identity of the blog, as well as the name of the blog.

Currently, the goal of the blog is to add value to society by addressing various issues, such as Nature, Citizenship and Curiosities.

Our current focus is on B2B and B2C market.

<https://www.soniaideias.com/>

Education

Colégio Stockler

High School, 2015 - 2015

Escola Dínamis

High School, 2016 - 2016

Colégio ICT

High School, 2014 - 2014

Colégio Themis de Almeida Vieira

Elementary School, 2010 - 2013

Escola Municipal Bahia

Elementary School, 2008 - 2009

Instituto Educacional Renarice

Primary School and Elementary School, 2003 - 2007

Honors and Awards

1st place in "Science and Technology" (Juri Technical)

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[Contact Juan on LinkedIn](#)