



Alexandre Paloschi Horta



alexandre@buey.net.br



AlexPHorta#3646



@AlexPHorta



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<https://www.buey.net.br>

Rua Aruanã, 117, ap. 91
Jardim Aquarius

São José dos Campos/SP
CEP 12246-250, Brasil

T: +55 12 3911-8757
C: +55 12 996658963

EXPERIENCE

State of São Paulo Court of Justice

Judicial Clerk of the 2nd Family Court - 2005/Current - São José dos Campos/SP

Achievements/Tasks

- Deal with high volume of different tasks during the workday, due to stringent constraints in the Court's administration of workforce.
- Reach equilibrium to find optimal solutions/arrangements for the end client in highly adversarial conditions.
- Develop of simple auxiliary tools to simplify generation of reports, receipts and checkage of client provided information.
- Work with sensitive information, intrinsic to the task.

EDUCATION

Bachelor of laws - Vale do Paraíba University - 1997/2001

PROJECTS

NSEW Virtual Keyboard - Javascript

<https://github.com/AlexPHorta/nsew-keyboard>

Reasoning/Decisions

- Designed/developed for use with remote controllers or with a numpad (only the four directional keys and an enter key are used).
- Basic generation of DOM elements provided by an auxiliary function that generates the keyboard layout programatically.

Video-downloader - Python

<https://github.com/python-20/video-downloader>

Reasoning/Decisions

- Collaborative project. I contributed the plugin system used for addition of new video services and functions for URL checking.

TFFF - Python

<https://bitbucket.org/AlexPHorta/tfff>

Reasoning/Decisions

- TFFF is a dashboard/reminder composable by a number of plugins that can be selected/arranged on the screen by the user.

Burglar - Python

<https://github.com/AlexPHorta/Burglar>

Reasoning/Decisions

- Burglar is a 'match 3' game developed with PyGame with an innovative approach where the matches must be made in a circular grid. Challenging.

SKILLS

- | | | |
|----------------------|----------|-------------------|
| • Python | • Flask | • TDD |
| • Javascript | • PyQt5 | • CI/CD |
| • C++ (beginner) | • PyGame | • Version Control |
| • Clojure (beginner) | • SQL | |