



## André Cerqueira

**Home :** Braga, Portugal

**Email:** [andrecerq16@gmail.com](mailto:andrecerq16@gmail.com) **Phone:** (+351) 915211452

**Website:** <https://andrequeira.github.io>

**LinkedIn:** <https://www.linkedin.com/in/andré-cerqueira-01a239160/>

**Date of birth:** 26/07/2001 **Nationality:** Portuguese

### ABOUT ME

Creative and dedicated software developer with experience in game development, as well as developing apps and websites for production control and management for companies.

### WORK EXPERIENCE

[ 01/10/2024 – 10/01/2025 ]

#### Game Developer

##### *Internship In Imadeabug*

**City:** Açores | **Country:** Portugal

- Maintained and upgraded an existing mobile casual game in production using Unity.
- Developed and integrated advertisements for the game using mediation.
- Improved code scalability by implementing better architecture practices.
- Designed and implemented new features.
- Created a new casual mobile game from concept to delivery, following company guidelines and expectations.

[ 20/07/2022 – 09/05/2023 ]

#### Software developer

##### *Fulltime in ITTEK Premium*

**City:** Barcelos | **Country:** Portugal

- Developed a back-office system for a textile company using HTML, CSS, and JavaScript.
- Designed and implemented an API with .NET Core to optimize production management processes.
- Created a Windows Forms application for a glass production company using Telerik and .NET Core.
- Managed and maintained the database with SQL Server to ensure data integrity and performance.

[ 07/02/2022 – 20/07/2022 ]

#### Software developer

##### *Internship in ITTEK Premium*

**City:** Barcelos | **Country:** Portugal

- Developed multiple applications tailored to different purposes and modules for a stamping company.
- Created a Production Module application and a production supervision application using Android Studio and Kotlin.
- Designed and implemented a back-office system with Flutter to provide support for other modules.

[ 31/05/2019 – 30/06/2019 ]

#### Computer Repair Technician

### ***Internship in RepairIT***

**City:** Cork | **Country:** Ireland

- Repaired and maintained computers and gaming consoles.
- Organized and ensured proper condition of components and peripherals.

[ 31/05/2018 – 30/06/2018 ]

### **Game Developer**

### ***Internship in Casa do Conhecimento***

**City:** Braga | **Country:** Portugal

- Designed and programmed a game utilizing motion sensor technology with a camera and a green glove for interaction.

## **EDUCATION AND TRAINING**

[ 12/09/2017 – 30/06/2020 ]

### **Computer Systems Programming**

**ESVV**

**City:** Braga | **Country:** Portugal |

[ 31/08/2020 – 20/07/2022 ]

### **Mobile App Developer**

**IPCA**

**City:** Guimarães | **Country:** Portugal |

[ 03/10/2021 – 31/10/2021 ]

### **Game Developer**

**IPCA & FHV**

**City:** Dornbirn | **Country:** Austria |

[ 11/09/2022 – Current ]

### **Engineering and Development of Digital Games**

**IPCA**

**City:** Barcelos | **Country:** Portugal |

## **HOBBIES AND INTERESTS**

### **Scouts (CNE)**

In scouts I worked as secretary, material guard, team leader and I am currently treasurer.

## **LANGUAGE SKILLS**

**Mother tongue(s):** Portuguese

**Other language(s):**

**English**

**LISTENING** B2 **READING** B2 **WRITING** B2

**SPOKEN PRODUCTION** B2 **SPOKEN INTERACTION** B2

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## **DIGITAL SKILLS**

### **My Digital Skills**

#### **Programming Languages**

Kotlin | PHP | Python | Pascal | C | Solidity | Visual Basic | C# | Dart | HTML, JavaScript and CSS

#### **Other Technologies**

Unity | Pygame | API | Flutter | Postman | .NET Core | Telerik UI for WinForms | Visual Studio | Android Studio | Git | Processing | Firebase | Photon Unity Networking | LootLocker

#### **Others**

Relational databases | NoSQL | MySQL | UML | SQL Server | Microsoft Office

**Soft Skills**

Agile (Scrum) | Team Worker | Team Leader | Clean Code | Code Review