Hugo Ladeiro

CONTATO

- 961086446
- github.com/Anzohs
- linkedin.com/in/noblehugo/
- ladeironobre@gmail.com

EDUCATION

42 Lisbon
Apr 2024 - (Dec 2024)

Software Developer
C && C++

Code For All
Jan 2022 - Apr 2022

Full Stack Developer
Java, JavaScript, HTML && CSS

SKILLS

SQL Proficiency

Maven

Object-Oriented Programming

Spring Framework

Software Development

Java Skills

C && C++

Git/Bitbucket

Java Web Programming

LANGUAGES

English - C1

Portuguese - Native

German - (Learning A1)

ABOUT ME

Detail-oriented, organised and meticulous employee. Works at fast pace to meet tight deadlines. Enthusiastic team player ready to contribute to company success. Tech enthusiast who excels in dynamic problem-solving environments. With experience as a Data Analyst and Software Engineer, I've honed my skills in crafting effective software solutions.

EXPIRIENCE

BNP Paribas || Hexa Consulting
Aug 2022 - Jan 2024

Junior Software Developer

Enhanced data accuracy by cleaning and preprocessing datasets for analysis.
Utilised version control systems like Git for efficient collaboration among team members on complex projects involving multiple contributors.
Streamlined data processing pipelines for faster results and improved efficiency in data analysis tasks.
Created scripts with python and pandas for cleaning and transforming data into SQL data bases

Projects

Pong
Library - (framework) Libgdx (Java)

-Recreation of the original pong in 2D, drawing 2 rectangles for paddles(players) and 1 square (ball) that interact with each others.
-The collision is check by the AABB (Axis-Aligned Bounding Box) method between the ball and the paddle.
-Use the pre-build functions in Libgdx to check if the keys are pressed.
-Gradle build
-Strong use of the OOP
-Use of Math Class to give some randomness to gameplay

Code Academy Trivia
Library - Promp-View(Code for All Lib)(Java)

-Creation of a terminal game, like who want's to be a Millionaire.
-Use the library to check the standard input, of the user and and check if was an available option on the response.
-Use Multithreading, since this game is playable via LAN with multiple players at same time.
-Strong use of composition to change the behaviour of our program during run time.
-Use of Concurrency, since every the player can answer the questions quick as he can, but we give a fairness to let everyone get the questions at the same time