

Astley Santos

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SKILLS

Programming Languages Java, Kotlin, Python, C, C++, PHP, JavaScript, Dart

Technologies CSS, HTML, Node.js, Express.js, Angular, Spring Boot, React.js, Django, Bootstrap, SQL, MySQL, PostgreSQL, Android, Flutter, Git, Bitbucket, Heroku, Visual Code, IntelliJ IDEA, Anaconda/Jupyter Notebook, Figma, Linux

Soft Skills Willingness to learn, Teamwork, Collaboration, Project Management, Time Management, Resilience, Creativity

PROFILE

A recent Computer Engineering graduate that is intrigued about Software Development and all stages of its lifecycle along with ample knowledge of modern technologies is seeking for Software Development and Software Engineering positions or internships.

ACADEMIC EXPERIENCE

Final Bachelor Project – Condominium Management

- Developed a website that allows multiple entities to use and management a condominium
- Started with Python as the back-end language with Django framework. End up using PHP along with MySQL
- Enhanced my project management, research and reporting writing capabilities

Enterprise System Architecture – Case Study: Google

- Researched and analyzed Google's Applicational Portfolio Management and elaborated its Enterprise Architecture
- Grasped the important role of Project Management and how it can impact the company's strategy thus success
- Strengthened my research capabilities

Full-Stack Web Development – Pharmacy Management

- Created a website responsible for managing a pharmacy – employees, clients and its products
- Used Spring Boot framework as server-side with a PostgreSQL database allocated in a Heroku cloud with ORM transactions. Used Angular 7 as front-end
- Consolidated the importance of coordination and communication between group members.
- Increased my liking for web development or development in general

Software Engineering

- Applied the analysis processes, requirements definitions and designed UML diagrams to develop a system architecture of a software using Agile Development.
- Reinforced the relevance of Requirements Engineering processes
- Recognized and assessed some of the existing software development methodologies.

Mobile App Development – Shopping List and Parking

- Built two mobile apps using the Android Studio IDE. Deployed an app on Google Play (not properly functional)
- A shopping list written in Dart with the rising Flutter framework; A parking app developed using Kotlin
- Understood the potential and capabilities of mobile computation.
- Held the fundamentals of good development practices and the emphasis on having a good planning, design for better implementation

Algorithm and Data Structure – Music Database

- Developed a program in Java that received and replied to requests about a music base on a music database
- Introduced and comprehended relevant concepts such as Testing, Complexed Data Structure and Complexity Analysis
- Improved my problem-solving capabilities, for finding a good algorithm, requires it

OOP, Functional Programming - Chess

- Simulated a customized chess in Java applying Object-Oriented Programming and Functional Programming concepts
- Improved my comprehension on UML.

Data Science

- Analyzed a dataset of wine quality in Jupyter Notebook IDE.
- Applied tasks such as cleaning data (removing duplicates), reducing dataset with PCA, data visualization, and some others
- Introduced to Bag of Words, TF-IDF matrix, NNMF, Machine Learning- Classification, Regression, Clustering and useful Python libraries like NumPy, Pandas, SKlearn, Matplotlib, and among others

Computer Network

- Created an online auction adopting the Client-Server architecture with the server as the regulator of the auction
- Assimilated the OSI model and its layers as well as other essential perceptions like Packets, IP and Mac addresses, TCP/UDP protocols and HTTP

ADDITIONAL

Organization of a Workshop

2021

PC Building

- Pro-actively collaborated with some other students and crafted a workshop for people who were curious and/or had the desire to learn more about PC components and building it from scratch.

EDUCATION



Universidade Lusófona de
Humanidades e
Tecnologias
Portugal
2017-2020

Bachelor of Computer Engineering (*Engenharia Informática*), 14.00/20.00

- Courses in Algorithms, Data Structures, Artificial Intelligence, Data Science, Programming Languages, Computer Architecture, Operating Systems, Databases, Software Engineering, and many others covering important components of theory, abstraction, and design.

PERSONAL

Languages

Portuguese (Native), English (Proficient), French (Basic)

Hobbies

Sports, Music, Cinema, Learning