

BERNARDO LOPES

Full-Stack Developer focused on Backend and Infrastructure

📍 Betim, Brazil

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🔗 bernardo-lopes-3500b92b6/

👤 BernardoAPL

ABOUT

I am a developer specializing in **Backend** and **Infrastructure**, strengthened by a focus on **Software** and **Software Management**. My passion is building robust platforms for **clients**, creating sustainable **infrastructure as code**, and architecting systems in a simple and straightforward way. My experience spans projects in **Java**, **React**, and **Frontend (HTML, CSS, JS)**, enabling me to build platforms that are not only reliable and easy to maintain but also pleasant to use.

EDUCATION

B.S. in Software Engineering

PUC Minas - Coração Eucarístico

⌚ Jan 2024 – Present

- Project Management
- Software Production and Development

Industrial Automation Technician

SENAI Maria Madalena Nogueira

⌚ 2021 – 2023

📍 Betim, MG

- Technical training focused on electronics, sensors, PLCs, and automated systems.
- Programming logic controllers (PLCs) and integrating industrial systems.

- Hands-on projects involving electrical circuits, pneumatics, robotics, and process automation.

SKILLS

Languages: English B2 Spanish A2

Languages: Java TypeScript JavaScript C++ HTML CSS

Frameworks: React Spring Boot

Infrastructure & Automation: PostgreSQL MySQL Firebase n8n

DevOps: Git GitHub Actions

Tools: VS Code IntelliJ Figma

EXPERIENCE

Municipality of Betim **Ombudsman Office – Statistics**

📍 Betim, MG

📅 March 2024 – July 2025

Projects and Deliverables

- Developed advanced **Power BI** dashboards integrated with multiple data sources.
- Automated reporting by integrating **Excel** with various corporate spreadsheets.
- Performed modeling and statistical analysis to generate strategic reports for municipal leadership.
- Created analytical reports and automated calculations to support decision-making.

Municipality of Betim **Technology Intern**

📍 Betim, MG

📅 August 2025 – Present

Responsibilities and Activities

- Provided **technical support** to system users, ensuring stability and fast resolution of incidents.
- Developed and programmed **internal solutions** to fix recurring problems and optimize workflows.
- Supported maintenance and continuous improvement of the systems used by municipal departments.
- Collaborated with operational teams to automate tasks and reduce manual errors.

KEY PROJECTS

CarExpress

👤 github.com/BernardoAPl/CarExpress

- Complete vehicle management system with registration, search, update, removal, distance calculation between cities, automatic backup, and restoration.
- Built as a CLI application in **C++**, using object-oriented programming, binary .dat files, exception handling, vectors, and structs.
- Technologies: C++, OOP, Binary files, CLI

Fishing Pond Management System

👤 github.com/ICEI-PUC-Minas.../pesque-e-pague

- Full platform for managing pay-to-fish venues, integrating inventory, sales, reservations, equipment rentals, and financial reports in a single system.
- Designed to replace manual processes, increase operational efficiency, and improve the customer experience.
- Technologies: TypeScript, React, Java, Spring Boot, PostgreSQL

Payroll Calculation

👤 github.com/pm-puc-minas/calcular-folha-de-pagamento

- Payroll system that calculates salaries, bonuses, benefits, legal deductions (INSS, FGTS, IRRF), and generates a complete payroll report for users.
- Includes a frontend in **TypeScript + React** and a backend in **Java Spring Boot**, with unit tests and REST APIs for managing employees.
- Technologies: Java Spring Boot, React, TypeScript, CSS3, PostgreSQL