



## ABOUT ME

Hey, I'm Gustavo — a former sound engineer now remixing my career into software developer.

After years working on TV and film audio, I've traded waveforms for code and did a 14-week full-stack bootcamp. I bring a creative mindset, problem-solving skills, and a love for clean, functional design — whether in sound or software.

Let's build something awesome!

## SKILLS

### PROGRAMMING LANGUAGES

JAVA || HTML/CSS || JAVASCRIPT || SQL

### LIBRARIES & FRAMEWORKS

SPRING MVC || SPRING AI || HIBERNATE

### TOOLS & PLATFORMS

ANT || TOMCAT || POSTGRESQL || GIT || GITHUB || AWS

## EDUCATION

### CODE FOR ALL

*Full Stack Programming Bootcamp, Computer Programming - 2025*

14-Week Intensive && Immersive Full Stack Programming Bootcamp

### SOUTHAMPTON SOLENT UNIVERSITY

*Popular Music Production (B.A.) - 2015/2018*

Second Class Honors (First Division)

## CONTACT

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# GUSTAVO MARQUES

## SOFTWARE DEVELOPER

## WORK EXPERIENCE

### FREELANCER RECORDING ENGINEER AND SOUND SUPERVISOR

PORTUGAL | 2018 - 2025

Experienced in audio post-production for television and streaming, mainly:

- Led re-recording mixing, dialogue cleanup, and music integration for reality shows, fiction series, and live events, crafting impactful and emotionally aligned soundscapes.
- Supervised and mentored small audio teams (2–3 people), providing guidance on techniques and optimizing workflow efficiency.
- Collaborated closely with directors, producers, and broadcasters to balance artistic vision with technical delivery standards.
- Maintained fast, high-quality post-production workflows under tight schedules for national and international broadcasters.

Highlighted Projects Include:

(HBO) O Atentado · Sr. Rui

(SIC) Lúcia, a Guardiã do Segredo · A Máscara

(RTP1) The Floor · Got Talent Portugal

## PROJECTS

### GAME JAM PROJECT- KEYBOARD-BASED SHOOTER

*Team of 3 | Java, SimpleGraphics, Apache Ant | June 2025*

Built a fast-paced arcade game in 11 nights, where players shoot targets using keyboard controls while avoiding friendly fire.

- Shared development of gameplay logic, input handling, and asset integration in a 3-person team.
- Implemented real-time controls, collision detection, animations, and score tracking.
- Delivered polished, responsive gameplay under a tight deadline with clean, maintainable code.

### LAÇO- SOCIAL WORK COMMUNICATION SPA

*Team of 3 | Java, PostgreSQL, HTML, CSS, JavaScript, AWS | August 2025*

Built a secure single-page application in 3 days to streamline daily communication between social workers and patient support groups.

- Implemented a Spring MVC/AI back end using REST APIs, DTOs, DAOs, and the Command pattern to handle sensitive data, with a Model-View-Controller architecture for maintainable, scalable design.
- Developed a responsive front end with HTML, CSS, and JavaScript, deployed on AWS EC2 with Amazon Aurora, enabling social workers to manage patients, schedules, and daily updates securely.