BRUNO DIAS
IT SOFTWARE ENGINEER

PERSONAL PROFILE

Amenable Software Engineer gifted at translating basic client requirements into technical development plans. Communicate productively with both technical and non-technical personnel and clients. Friendly provider of deep programming knowledge and invaluable final products.

TECHNICAL SKILLS

- POO programming language (C, C++ and C#)
- Web developpement (HTML, CSS, PHP and Javascript)
- SQL Databases
- Linux commands
- Office's pack

LANGUAGE SKILLS

- Spanish
- Portuguese
- French
- English

PERSONAL INFORMATIONS

06 03 47 37 19
dias_bruno@outlook.fr

INTERESTS

- Automotive
- Soccer

PROFESSIONAL EXPERIENCE

IT Developpment Engineer

AUTOLIV ISO DELTA, CHIRÉ-EN-MONTREUIL | 2021 - CURRENT

Involved in computer development within my team, my role is therefore to design software and applications while respecting the requests of my colleagues.

Javascript developper traineeship

ACCENTURE, ORVAULT (4 WEEKS)

Development of new functionalities on an application using the AngularJS framework.

Mechanic traineeship

RENAULT, SAINT-NAZAIRE (2 WEEKS)

Discovery of the profession of automobile mechanic.

EDUCATION HISTORY

Computer Science Engineer DEGREE by apprenticeship
CESI ENGINEERING SCHOOL , 2021-CURRENT

BTS SN-IR (Higher technician diploma)
NICOLAS APPERT HIGH SCHOOL IN ORVAULT, 2019-2021

This training has allowed me to acquire knowledges in object oriented programming as well as notions in computer networks.

Supervision Experience Project
The objective of this project was to design a system allowing INSERM researchers to have computer support allowing them to start an experiment that they carry out on intestinal extracts.

Technical University degree GIM
IUT UNIVERSITY IN SAINT-NAZAIRE, 2018-2019

This course has permitted me to acquire knowledge on industrial maintenance, as well as in mechanical and electrical fields.

A-Level STI2D - SIN

ARITISDE BRIAND HIGH SCHOOL IN SAINT-NAZAIRE, 2015-2018

This training has allowed me to discover the programation by using Processing and Arduino.

Connected Clock Project
The objective of this project was to develop a system to synchronize the ringtones of the school so that they ring simultaneously.