# **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**

#### **CESI Engineering school**

IT ENGINEERING DEGREE BY APPRENTICESHIP, 2021-CURRENT

#### **BTS SN-IR**

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.

## **IUT Unervesity**

DUT GIM IN SAINT-NAZAIRE, 2018-2019

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

## **Bac 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.