

# 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 Development 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 developer 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

*ARITISDE BRIAND HIGH SCHOOL IN SAINT-NAZAIRE, 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, 2019-2021*

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

#### 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.