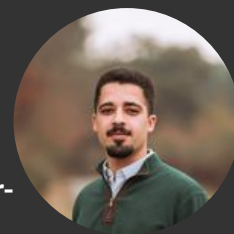


# BERNARDO SARAIVA



Currently starting Master Degree in Software Engineering at the University of Minho. Energetic and committed to learn and develop new skills.

## CONTACT

✉ bernardosaraiva1503@gmail.com

☎ +351 910453681

📍 Braga

🐙 @DevSaraiva

in Bernardo Saraiva

## SKILLS

### Programming

C	●●●●●
JAVA	●●●●●
Python	●●●●●
JavaScript	●●●●●
React JS	●●●●●
Node JS	●●●●●
HTML/CSS	●●●●●
MongoDB	●●●●●
SQL	●●●●●
Haskell	●●●●●
C++	●●●●●

### Operating Systems

Linux	●●●●●
Windows	●●●●●
MacOS	●●●●●

### Languages

Portuguese	●●●●●
English	●●●●●

## EDUCATION

📅 09/2019 - 07/2022

📍 University of Minho, Braga

Final Grade: 14

Software Engineering

📅 09/2019 - 07/2022

📍 Escola Secundária de Amarante

Final Grade: 17.3

Course of Science and Technology

## DEVELOPED PROJECTS

In the course of my academic path and on my own, I have developed several groups and individual projects in different areas of programming. The vast majority of these projects are available on my GitHub profile pointed out in this CV and some of them are referenced below.

- Gold Traditions

A web app to tours reservation and payment, with friendly, responsive interface and admin functionalities developed with React JS, Node JS, MongoDB and hosted in <https://www.goldtraditions.com>

- Aurras - Audio Processor

An audio processor that plays the server role allowing multiple requests of different clients at the same time. These orders could be a request of the actual state of the processing or an audio file to apply some intended filter. This project is about distributed programming and was developed in the C language. More information in <https://github.com/DevSaraiva/Aurras-Audio-Processing>

- My Football Manager

A Football simulation game developed in the oriented object programming context which has support the creation of players, teams, and play matches in a text graphical interface. This project was developed in the JAVA language. More information in <https://github.com/DevSaraiva/MyFootballManager>

- MinhoPark

MinhoPark is a mobile application for search parks in the Minho region that can be scalable to the globe with a database update. This application has a classification system for the parks where the users can evaluate the parks, as well as a geographic system based on Google API to show the best route to the park by the user location. This project was developed in the JAVA language using the Android Studio framework and MySQL in the database system. More information in <https://github.com/DevSaraiva/MyFootballManager>