



ABOUT ME

I've always been passionate by technology, maps and gaming. I'm a person that always try to evolve, that's why I took some courses and degrees and also change from topography to software development. Now, i don't want stop here my growing process.

SKILLS

TypeScript	React	C++
JavaScript	Java	SQL
Unity	Spring	Python
C#	C	Docker
CSS	HTML	QGIS
HLSL	Swift	Kotlin
Micro services	Spring boot	

LANGUAGE

Portuguese English
Spanish

**CHECK MY WEBSITE
FOR MORE DETAILS**

PEDRO FREDERICO SILVA

SOFTWARE DEVELOPER

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EXPERIENCE

2019 - **FULL STACK DEVELOPER**
Current Celfocus

On frontend I use technologies like JavaScript, TypeScript, CSS, SASS, JSP and React. On backend I use Java 7 and 8, Spring, Spring boot, Maven as a dependency manager. About database I use Oracle SQL. For version control I use git and Bit Bucket and GitLab being the repositories where I maintain the code. Also, I use other technologies like docker to run the environment locally and jenkins to perform deploys. About architecture, I work with monoliths and micro services, where is also use SOAP and REST API to consume and send data.

2018 **GIS TECHNICIAN**
Eri engenharia

2017 - 2018 **SURVEYOR**
Viamapa

EDUCATION

2021-2024 **Bachelor of Game Development Engineering**
Instituto Politécnico Cavado e Ave

2018 **Intensive bootcamp programming**
Academia de código

2015-2017 **Master of Geospatial Engineering**
Faculdade Ciências da Universidade do Porto

2010-2015 **Bachelor of Geospatial Engineering**
Faculdade Ciências da Universidade do Porto