

Heitor Hellou Marcondes

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PROFESSIONAL EXPERIENCE

JR. MULTIMEDIA PROGRAMMER – INCA TECNOLOGIA (Sep 2023 – Jun 2024)

- Used **Haxe** and **OpenFL** to create dynamic and interactive 2D games for students all over Brazil.
- I configured an agile workflow to better meet the time requirements for creating and developing mobile applications with the **Flutter SDK**.
- I implemented many principles of **clean code** and **object-oriented programming** to better assist in the development of mobile applications and web games.
- I developed various applications as a team using **Git** as an integral part of the workflow to develop and maintain several projects, ensuring the traceability and integrity of the source code over time.

SYSTEMS DEVELOPER INTERN - RENAULT (Oct 2020 – Oct 2022)

- Updated and optimized **SQL** queries resulting in a better user experience, obtaining greater positive feedback.
- Continuously improved the architecture and organization of the software used by thousands of users in Brazil.
- Developed and maintained software using the **.NET Framework** and **C#** used by several countries in South America.

EDUCATION

B. COMPUTER SCIENCE - UNIVERSIDADE POSITIVO

- Bachelor's in Computer Science (jan./2020 – dec./2023)

B. COMPUTER SCIENCE - UNIVERSIDADE DA BEIRA INTERIOR

- Exchange program at Covilhã, Portugal (sep./2018 a feb./2019)

TECHNOLOGIES AND LANGUAGES

- English – advanced (Phil Young's English School)
- Languages: (proficient) C++, C#, C, Haxe, Dart, SQL – (familiar) Java, Python, JavaScript, Html, Css
- Frameworks and libraries: .NET, Bootstrap, Django, Flutter, Unity, Rest
- Tools: Visual Studio, Git, APIs, AWS

PERSONAL PROJECTS

- Space Sheep: Personal blog developed in HTML, CSS, JS, and using the React and Bootstrap frameworks to showcase personal programming projects. Available at: www.spacesheep.blog
- Portfolio: online portfolio developed using React: heitorhellou.github.io/Portfolio/
- Algorithm Visualization Library (AVL): Developed and interactive library in C++ to help students and users to better understand the workings of algorithms and data structures. Available at: github.com/HeitorHellou/AVL