

Alexandre Bento

Junior Developer



My journey into programming began with Pascal. Since then, I've expanded my expertise across multiple languages, including C#, C++, JavaScript, and Java, and have built web applications using HTML, CSS, and modern development frameworks.

After refining my skills at CodeForAll, I gained hands-on experience in DB Management, TDD, AI technologies as well as expanding my knowledge in Front and Back end.

Now I'm looking to start a new chapter as a Junior Developer in a collaborative and innovative team. I'm especially motivated to contribute to impactful projects while continuously learning and evolving as a developer.

Contact Info

📞 +351 966 751 521

✉️ al3x.b3nto@gmail.com

🌐 <https://www.linkedin.com/in/alexandre-bento-dev/>

🔗 <https://github.com/IskandarAlter>

Education

● **Videogames and Multimedia**
IPLeiria
2021 - Present

● **Online FullStack Bootcamp**
CodeForAll
2024 - 2025

Languages

● Portuguese - Native

● English - C2 Level

Skills

- Java / JavaScript / C# / C++ / HTML / CSS
- Spring (MVC / Boot) / JUnit / Mockito
- Problem-Solving / Design Thinking
- GIT / Ant / Maven / PostMan
- SQL / H2 / PostgreSQL
- System Admin (Windows and Linux distros)
- AI (Rag / LLM / Prompt Science)

Work Experience

● **Leroy Merlin | Aug 2024 - Feb 2025**

- Customer Guidance
- Report budgets for clients using dedicated software

Skills: Organization, Communication, Planning

● **Samiparts | Feb 2025 - Present**

- Dispatch of Customer invoices
- Package Delivery
- Stock maintenance using PHC business software

Skills: Organization, Communication, Planning, Enterprise software handling

Relevant Projects

● **Snake Game**

Java / Git

Snake game made entirely with java and some frameworks

● **Swing to The Top**

C# / Unity

Game made with C# while using the Unity Engine

● **Jarvis P.A**

Java / SpringBoot / H2 database / AI

Task manager powered by AI where I developed the entirety of the backend alone

For More Information



This QR Code redirects to my personal website where you can check my projects