Luis Santos, Junior Software Developer

luismmsantos.dev@gmail.com   +351911038516   Portugal   in/luis--miguel-santos/ https://github.com/Luis-MM-Santos

SUMMARY

Transitioning from a Quality Analyst role, the individual is training at Code For All_ to become a Full-Stack Developer, learning Java, Spring Framework, Web Development, REST APIs, SQL, JavaScript, and Agile Practices. With a background in Quality Assurance, Risk Management, and strong Technical Writing skills, they are detail-oriented, excel at problem-solving, and enjoy building scalable systems while collaborating in the tech industry.

SKILLS

Java	CSS	Git
JavaScript	SCRUM	SOAP
SQL	RestAPI	PostgreSQL
SpringMVC	jQuery	Agile Methodologies
HTML	Bootstrap	Testing

EDUCATION

January 2025 - May 2025

Full-Stack Programming Bootcamp, Code for All_

September 2016 - July 2021

Multimedia Communication Technologies, UMAIA

EXPERIENCE

October 2023 - January 2025

Quality Analyst, *Revolut*

- Conducted risk assessments and QA best practices to ensure compliance with financial regulations and AML policies.
- Enhanced fraud detection and risk management through data analysis and process optimization.
- Led quality audits and root cause analyses, reducing compliance errors and aligning with KPIs.
- Collaborated cross-functionally to improve regulatory adherence and mitigate losses.

August 2022 - October 2023

KYC Support Specialist, *Revolut*

- Conducted KYC verifications to ensure AML compliance and reduce fraud risks in cryptocurrency transactions.
- Optimized CDD processes, enhancing accuracy and onboarding efficiency.
- Provided technical support and user assistance, improving the KYC experience.
- Developed training materials to boost operational efficiency and reduce escalations.
- Managed high-volume JIRA support tickets, improving response time and KPI adherence.

PROJECTS

Save the Chickens
In 10 nights, our team developed an escape room game using Java 8, OOP, and SimpleGFX, with a focus on collaboration and problem-solving.

Chat Server
The server processes multiple client connections concurrently. It showcases the use of concurrency, threading, and task execution for real-time messaging in a multi-client environment.

LANGUAGES

English - Advanced (C1) , Portuguese - Native (C2)