

Pedro Henrique

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ABOUT ME

I'm a software developer focused on the backend, I'm working with Java since 2017 and currently studying Kotlin and Android. I'm currently looking to put my skills into practice as a backend or android developer.

QUALIFICATIONS

- **Java** - I've been working with **Java** since 2017 and I have knowledge and experience in personal projects with **Spring**, **Spark** and **OkHttp** frameworks.
- **Kotlin** - I started programming using **Kotlin** in 2019 creating **mobile and web applications**. I have knowledge and experience in personal projects with **Spark**, **Ktor**, **OkHttp** and **Exposed** frameworks.
- **JavaScript** - I started programming using **JavaScript** and **Node.js** in 2021 creating **web applications**. I have knowledge in **JQuery**, **EJS**, **Axios** and **Express.js**.
- **Android** - I started to create **Android apps** in 2019, I can use both **Kotlin** and **Java** and I have knowledge in the main frameworks like **Retrofit**, **OkHttp** and **Koin**.
- **Databases** - I'm experienced with some **relational databases** like **MySQL**, **SQLite**, **MariaDB** and **PostgreSQL** and **non relational** like **MongoDB**, **Redis** and **Firebase**.

COURSES & BOOTCAMPS

Title - Author - Completion date - Platform

- **Android development** - Jamilton Damasceno - october 2020 - Udemmy
- **Santander Bootcamp mobile developer** - Santander - june 2021 - Digital Innovation One
- **TDD and testing patterns for Android** - DIO - june 2021 - Digital Innovation One
- **MVVM for Android** - DIO - october 2022 - Digital Innovation One

LANGUAGES

- **Portuguese (Native)**
- **English (B1)** - I use the English language daily to talk to my clients, I can read and write without problems but I have difficulties in listening, but nothing that can than turn into a problem since I can understand the general context of the conversation even without understanding some words.
- **Spanish (Basic)** - I can read and understand a little in Spanish.

EXPERIENCE

Senior Studios

- Software developer
- February 2019 - Currently
- I work as a freelancer in several projects, with direct contact with the client. I use English daily for conversation and I work using Java and Kotlin.

Vertmix

- Junior Kotlin developer
- September 2021 - June 2022
- I worked as a part-time being a Kotlin developer. I worked on creating backend projects, such as APIs and subscription system with licenses and I've contributed with other developers on modification projects for the Minecraft game.

PROJECTS

Remote play - Java, Retrofit, OkHttp & JDA

Project made to give players new ways to interact with things inside a Minecraft server, where it's possible to sell and buy items through the game's virtual market, see some informations and chat with players in-game using Discord or an android application.

- I built a RestAPI using SpringBoot to do the interactions between the client and the backend server.
- I've used OkHttp to make the requests to the API and Retrofit to retrieve the data.

E-Commerce - Kotlin, Ktor, Exposed, HikariCP, MySQL, JavaScript, EJS, Express, Axios, HTML, CSS

E-commerce website for selling virtual products. The store has automatic delivery with integration with payment platforms such as Mercado Pago and PayPal, login/registration system for users and product management.

- I built RestAPI using Ktor to do the interactions between the client and the backend server.
- For data storage I used the "Exposed" framework together with "HikariCP" and I used MySQL as a database
- For the frontend, I've used the "Express" framework for viewing the website and the "sessions" module for managing user logins.
- I used Axios to make website requests to the API
- I used EJS for the visualization of the pages

Leaderboard website back-end - Kotlin, Redis, Firebase

Together with a frontend developer, I've made a website for a Minecraft server that shows player information and the global leaderboard.

- Players informations are collected by a plugin on the server and sent to the backend using Redis.
- The data is stored and made available to the frontend using Firebase

Feels - Kotlin, Android, OkHttp

Music player and downloader app for android.

- **Using OkHttp** along with Ktor's **Kotlin Serialization** and **Content Negotiation** the app integrates with the YouTube Music API to retrieve song, artist and albums information.
- The download is done using the YouTube API to download the music video file in MP3 format.