

STEPHAN LASSAPONARI

SOFTWARE DEVELOPER

✉ stephanrlassaponari@gmail.com
📍 Lisbon, Portugal
🔗 [LinkedIn](#) [Github](#)

SUMMARY

Software Developer with strong foundations in algorithms, low-level programming, and full-stack development. Skilled in **Java (Spring Boot), C, C++, Python, and SQL**, with hands-on experience from 42Lisboa and Harvard CS50x. Focused on building scalable, high-quality solutions and eager to grow in professional environments.

WORK EXPERIENCE

INTELCIA

Customer Advisor

Lisbon, Portugal
2024 - PRESENT

- Managed customer interactions and provided technical support in a fast-paced environment.
- Strengthened communication, problem-solving, and digital tools proficiency.
- Worked collaboratively to meet team goals and performance targets.

EDUCATION

42 LISBOA Software Development

Part of the prestigious 42 network, ranked among the top institutions for innovative education in the WURI (World's Universities with Real Impact) ranking.

Lisbon, Portugal
APRIL 2024 - PRESENT

HARVARD CS50X – INTRODUCTION TO COMPUTER SCIENCE (2024)

Intensive course covering algorithms, data structures, C, Python, and SQL.

Lisbon, Portugal
DECEMBER 2024 - DECEMBER 2024

SANTANDER OPEN ACADEMY – INTRODUCTION TO POWER BI (2025)

Fundamentals of data modeling, visualization, and dashboards.

Lisbon, Portugal
APRIL 2025 - APRIL 2025

PROJECTS

🔗 Push_swap | C, Algorithms, Data Structures

DECEMBER 2024

- Designed and implemented an optimized sorting algorithm using two stacks with a limited set of operations.
- Achieved efficient sorting with minimal instruction count through algorithm analysis and optimization.
- Demonstrated strong problem-solving skills in algorithmic complexity and data structure manipulation.

🔗 Minishell | C, Unix, Parsing, Signals

APRIL 2025

- Developed a Unix shell implementing core bash features including process management, environment variables, and signal handling.
- Built a robust parser for command interpretation with support for pipes, redirections, and built-in commands.
- Collaborated in pair programming to ensure code quality and system reliability.

🔗 Cub3D | C, Algorithms, Raycasting

SEPTEMBER 2025

- Engineered a 3D game engine from scratch using raycasting techniques and graphics rendering.
- Implemented real-time player movement, collision detection, and texture mapping without external libraries.
- Optimized performance through efficient memory management and algorithmic design.

LANGUAGES

- Portuguese (Native)
- English (B2)
- Spanish (B2)

SKILLS

- Back-end:** C, Java (Spring Boot), Python, SQL
- Front-end:** HTML, CSS, JavaScript (React – basic)
- Data & Cloud:** Power BI, Excel, AWS (basic)
- Tools & DevOps:** Git, GitHub, Linux, CI/CD (basic)
- Analytical Thinking
- Fast Learning & Adaptability
- Team Collaboration

CERTIFICATION

- Harvard CS50x
- Introduction to Power BI
- Harvard CS50 – SQL (in progress)
- Harvard CS50 – AI with Python (in progress)