Tiago Lourenço

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🎓 EDUCATION

FULL STACK DEVELOPER, *Academia_de_Código* 🔗   Mar 2023 – Sep 2023
A 25-week asynchronous peer-to-peer full-stack developer online study program
Website https://www.academiadecodigo.org/ 🔗

ELECTRONICS ENGINEERING,   Sep 2008 – Oct 2013
Escola Superior de Tecnologia, IPCB 🔗   Castelo Branco, Portugal
Engineering course that promotes solid skills in the area of Electronics, Software, Networks and Telecommunications that enables a good professional performance in the areas of design and systems maintenance.
Website https://www.ipcb.pt/ 🔗

🖌 SKILLS

Java, Spring MVC, Spring Framework, Maven, Tomcat, Web Development, HTML, CSS, Javascript, Object-Oriented Programming, Programming, Web Applications, SOA, Bootstrap, jQuery, Git, SQL, jUnit, Testing, Agile Methodologies, Java Database Connectivity, SCRUM, ES6, Hibernate, Model View Controller (MVC), REST API, React, SPA

🗂 PROJECTS

Ava to the Rescue, *Web App @ Academia_de_Código* 🔗
"Ava to the rescue" is a web app final project for the studIO, a 25-week asynchronous peer-to-peer full-stack online study program from Academia de Codigo. It consists in a Single Page Application centered around an AI character from a movie, who provides a cocktail recipe, a random joke or a cool song.
Technologies: JavaScript, HTML, CSS, REST API, SPA, Git.

JavaBank, *Web App @ Academia_de_Código*
JavaBank Web App is an ongoing project started at week 13 of The StudIO bootcamp — a full-fledged enterprise application — a Bank management system — built using industry best practices and popular components from the Java Ecosystem.
Technologies: Java, HTML, CSS, Maven, Spring Framework, Spring MVC, SQL, IntelliJ & Git

MasterLumberjack, *Game Challenge @ Academia_de_Código*
Game Challenge MasterLumberjack was a team project done in week 9 of The StudIO bootcamp - a game whose main characters are a woodcutter and wolves, with the woodcutter trying to cut down all the trees in the forest and the wolves trying to catch the woodcutter.
Technologies: Java, IntelliJ & Git

Automatic dispenser for solids and liquids
Project work presented to Escola Superior de Tecnologia (IPCB) in order to fulfill the necessary requirements to obtain a bachelor's degree. It is a system based on PIC microcontrollers (Programmable Interface Controller), programmed in C# language.
Tools: CCS PIC C Compiler; PICkit 2 Programmer; Proteus ISIS Professional; Altium Designer.

💼 PROFESSIONAL EXPERIENCE

PROCESS ENGINEERING,   Feb 2018 – present
MECALBI ENGINEERING SOLUTIONS, LDA   Castelo Branco, Portugal

MANUFACTURING ENGINEERING,   Feb 2014 – Feb 2018
DELPHI AUTOMOTIVE SYSTEMS   Castelo Branco, Portugal

🌐 LANGUAGES

Portuguese   English