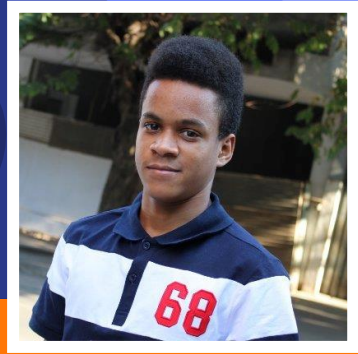


# Anderson Queiroz



## Personal Info

**Name:** Anderson Carlos Taquidir Queiroz

**Date of Birth:** 14th of December 1999

**Residence:** Lisbon, Portugal

## Education

**2018 - 2024**

Computer Engineering Degree at Eduardo Mondlane University (UEM) - Maputo, Mozambique

## Professional Experience

**Consultant Intern at Deloitte Mozambique  
(March 2023 – December 2023)**

Internship at Deloitte Mozambique in the Consulting area. Mainly focused on learning certain Power Platform tools like PowerApps, Power Automate and Dataverse. - Maputo, Mozambique

**Programmer at Deloitte Mozambique  
(January 2024 – July 2024)**

Participated in various projects involving the development of technology solutions for clients. From Web Development projects to Low Code/No Code projects. - Maputo, Mozambique

## Languages

**Portuguese:** Spoken and written fluently

**English:** Spoken and written fluently

## Professional Certifications

**Microsoft Certified: Power Platform Fundamentals (2023)**

Skills measured:

- Describe the business value of Microsoft Power Platform
- Identify foundational components of Microsoft Power Platform
- Demonstrate the capabilities of Power BI
- Demonstrate the capabilities of Power Apps
- Demonstrate the capabilities of Power Automate
- Demonstrate complementary Microsoft Power Platform solutions

## Contact Info

 **+351 932025668**

 **tacticalprogrammerstudios@gmail.com**

 **[linktr.ee/tacticalprogrammer](https://linktr.ee/tacticalprogrammer)**



## Microsoft Certified: Power Platform Fundamentals (2024)

Skills measured:

- Configure Microsoft Dataverse
- Create apps by using Microsoft Power Apps
- Create and manage logic and process automation
- Manage environments

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## Technical skills (descending order of proficiency)

- Game Development
- Game Design
- Unity3D
- C#
- Java
- Marketing
- HTML
- CSS
- JavaScript
- PowerApps
- Power Automate
- Dataverse
- Microsoft Power Point
- Microsoft Excel
- Microsoft Word
- SQL
- MySQL
- Agile Methodologies
- Scrum

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## Soft Skills

- Problem Solving
- Learning agility
- Ease of teamwork
- Leadership ability
- Verbal communication



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## Interests and Hobbies

I've been an independent game developer for over 8 years (started in 2016), focusing mainly on programming and game design. I developed a couple of mini-games and published 2 of them on the Google Play Store (**Midnight Drive** and **Demon Shuriken Master**). There are a few lesser projects on my itch.io page (you can find it on the link below my profile image).

I'm currently working on my very first commercial game, a 2.5D Platform Fighting Game. I'm developing the game by myself, and marketing it, primarily on my YouTube channel (Tactical Programmer, also on the link below my profile image).

I also have a passion for information technology and gaming outside of work. I research new and interesting technologies like AI, to figure out how I can use them to improve my workflow. I also play a variety of games in my spare time, this is quite essential since I'm also a Game Designer.