Anderson Queiroz *Software Developer*

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🔗 https://tactical-programmer.github.io/TPStudios/

🪪 Professional Summary

Versatile programmer with extensive experience in Unity3D/C#, Power Platform (Power Apps, Power Automate, Dataverse, SharePoint), and web technologies (HTML, CSS, JavaScript, React). Skilled at collaborating with teams and working independently across diverse environments, including enterprise consulting and indie game development.

🧠 Skills

Power Platform: PowerApps │ Power Automate │ Dataverse

Game Development: Unity3D │ Game Design │ 3D Modelling & Animation │ Level Design │ UI/UX Design

Programming: C# │ Java │ SQL

Web Development: HTML │ CSS │ JavaScript │ React

Video & Image Editing: Davinci Resolve │ Sony Vegas │ Photoshop

Artificial Intelligence: AI Data Labelling And Design

💼 Professional Experience

AI Data Labeler and Designer, Giotto.ai　　　　　　　　　　　　　　02/2025 – Present
- Label and annotate datasets following project guidelines.
- Collaborate with the research team to ensure consistent labeling.
- Review and validate labeled data for accuracy and quality.
- Document labeling processes.

Programmer, Deloitte　　　　　　　　　　　　　　　　　　　　　01/2024 – 07/2024
- Participated in projects delivering technological solutions for diverse clients.
- Maintained PowerApps, Power Automate flows, and database corrections on the Portugal-based project.
- Created project documentation during hypercare phase.
- Explored AI Builder for word extraction and comparison, integrating models into PowerApps and Power Automate.
- Earned PL-200: Microsoft Power Platform Functional Consultant Associate certification.
- Demonstrated initiative, technical skill, and rapid learning to contribute to project success.

Consultant Intern, Deloitte　　　　　　　　　　　　　　　　　　03/2023 – 12/2023
- Completed a Deloitte Consulting internship, quickly mastering Power Platform tools (PowerApps, Power Automate, Dataverse, SharePoint) and applying them to internal and client projects.
- Contributed to a business process management proposal for an energy company, configuring Jira and BonitaSoft.
- Worked remotely on a Portugal-based project, developing PowerApps, Power Automate flows, and Dataverse databases.
- Assisted in creating user stories during the project planning phase.
- Gained hands-on experience in web development, ensuring seamless UI/UX and robust functionality.
- Earned PL-900: Microsoft Power Platform Fundamentals certification.
- Demonstrated initiative, technical skill, and rapid learning, contributing significantly to team and project success.

📁 Projects

Midnight Drive ⤴
    Retrowave Music Racing Game: Developed and published on Google Play Store over three months, gaining hands-on experience in game design, programming, testing, and deployment, and enhancing overall game development skills.

Demon Shuriken Master ⤴
    Top-Down Ninja Shooting Game: Developed and published on Google Play Store over six months, focusing on game design to create engaging gameplay and gaining experience in both technical and creative aspects of development.

🗃 Certificates

Microsoft Certified - Power Platform Fundamentals
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

Microsoft Certified - Power Platform Functional Consultant Associate
Skills measured:
• Configure Microsoft Dataverse
• Create apps by using Microsoft Power Apps
• Create and manage logic and process automation
• Manage environments

🎓 Education

Software Engineering, Universidade Eduardo Mondlane   02/2018 – 05/2024
Bachelor's degree

🌐 Languages

| Portuguese | | English |

🎸 Interests

Game Development: Passionate about creating engaging and interactive games, continuously exploring new game design techniques and programming challenges.

Programming: Enthusiastic coder, constantly improving my skills in game programming and other kind of software.

YouTuber – Game Development: Producing videos on game design, programming tutorials, development insights and documenting the development process of my Platform Fighting Game.