

Nicolas Bauermann

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Limerick City, County Limerick

Portfolio: <https://github.com/TheChronoTimer>

Professional Summary:

Junior developer with experience in C/C++, Python, and hardware programming (Arduino, ESP32). Passionate about software, back-end systems, and electronics. Quick learner with strong problem-solving skills, looking for entry-level or internship opportunities to apply and grow these skills.

Career Objective:

Aspiring developer seeking to expand knowledge and improve skills in software, back-end, automation, and electronics. Excited to contribute to meaningful projects while learning modern tools and approaches.

Skills:

Programming & Development

- C / C++ (Intermediate)
- Python (Intermediate)
- GDScript & Godot Engine (Game Development)
- Arduino & ESP32 Programming
- VBA for Excel Automation

Hardware & Electronics

- Circuit soldering and PCB assembly
- Computer hardware assembly/disassembly
- Embedded systems prototyping

Software & Tools

- Excel (Advanced with VBA)
- Debian-based Linux OS
- Git & GitHub version control

Soft Skills

- Teamwork and collaboration
- Analytical and logical thinking
- Quick learner and self-motivated
- Patience and adaptability

Languages

- English: Reading (Advanced C1), Speaking (Intermediate B2)
- Portuguese: Native

Education:

Uninter University Center – Brazil

Computer Engineering (Incomplete) – Jan 2023 – Aug 2024

Reason for leaving: relocation to Europe

Professional Experience:

Cruzeiro do Sul Adventist Institute – Brazil

Administrative Assistant / Cashier's Office – Dec 2022 – Aug 2024

Responsibilities:

- Managed student payments, tuition, and restaurant transactions.
- Processed invoices and assisted with internal accounting.
- Handled bank statements and corporate card expenses.

Key Achievements:

- Designed and implemented automated Excel tools for financial control, improving efficiency and accuracy.