

Gonçalo M. Palma

ANDROID PROGRAMMER

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Work Experience

- **Bliss Applications**, August 2017 - Current.

Android Developer - Development of Android Applications based on internal Design Specifications in an Agile Software Development environment using the latest technologies and design patterns available for Android, namely: **Android Architecture Components, Dagger 2, RX Java 2, RxRelay, Retrofit, MVVM Design Pattern, Glide, Clean Architecture**. Experience in projects with **BLE Beacon Technologies**, using a third party library or Google's **Nearby Messages API**.

- **PrimeSoft**, June 2017 - August 2017.

QA Tester - QA Testing of Web-Based platforms.

- **CyberHawk**, Sept. 2015 - Oct. 2016.

QA Tester - Creating Functional tests for Android, Web Platforms and Windows software.

Technical Specifications - Writing Technical Specifications for Android, Web Platforms and Windows software.

Projects

- **Emby - Android App @ Bliss Applications** - App dedicated to event management with social feed, calendar, notable info regarding each event - TedXPorto
- **MyCity @ Bliss Applications** - Smart City app using BLE Beacon Technology to display notable events in the area - MyCity
- **SquaserZ, 2016-2017 - Android Game** - Programmer, Sound Design, Artist and Game Designer - GameMaker: Studio.

Known Programming Languages & Technologies

- **Intermediate -Advanced** - Java • Android
- **Beginner - Intermediate** - JavaScript • Kotlin • Python • BLE Beacons
- **Beginner** - React Native

Education

- **Masters in Construction Engineering, 2010-2015**, Universidade Nova de Lisboa, Portugal.
- **Android Techdegree, May 2017 - August 2017**, Team TreeHouse
- **MOOC, 2015** Introduction to Computer Science and Programming using Python - EdX, MIT.

Known Software

- **IDE** - Android Studio
- **Game Engines** - GameMaker: Studio • Unity 5
- **2D Software** - Adobe Photoshop • Sketch