

Vitor Barbosa

Junior Full Stack Developer

vitorbarbosa1301@gmail.com | 083-864-7921 | [LinkedIn Profile](#) | [GitHub Profile](#) | [Itch.io Page](#)

Executive Summary

Junior Software Developer with a Bachelor of Science in Computing in Games Development and a Bachelor of Science Honors in Software Development. Currently pursuing a Diploma in Full Stack Software Development. Proficient in C++, C#, Python, Html and Java. Eager to break into the tech industry as part of a dynamic development team where I can grow and contribute. Skilled in communication, leadership, and problem-solving.

Education

Code Institute COMPLETE-DIPLOMA IN SOFTWARE DEVELOPMENT (FULL STACK)	Apr 2023 - Apr 2024
Atlantic Technological University BACHELOR OF SCIENCE HONORS IN SOFTWARE DEVELOPMENT (ADD-ON)	Sept 2021 – Aug 2024
IT SLIGO BACHELOR OF SCIENCE IN COMPUTING IN GAMES DEVELOPMENT	Sept 2019 - Aug 2021

Technical Skillset

Technologies: C++, C#, Python, Java, Prolog, Unreal Blueprints. JavaScript, Kotlin HTML5, CSS3

Cloud Services: Azure, Aws

Databases: MySQL, MongoDB

Frameworks: Unity, Unreal, MonoGame, Flask, Angular, React, jQuery, Bootstrap

Version Control: Git, GitHub

Professional Experience

CBE Systems Engineer	Claremorris Co. Mayo, IRE July 2023 – Present
<ul style="list-style-type: none">Conducted real-time troubleshooting via remote access tools to diagnose hardware and software malfunctions, ensuring minimal downtime for clients.	
Under The Veil Ltd Video Editor / Assistant	Roscommon Co. Roscommon, IRE June 2022 – Jan 2023
<ul style="list-style-type: none">Sorted and edited wedding videos, assisted on wedding days, and designed video thumbnails.	
RIO DE JANIERO BARBERS STORE MANAGER	Castlebar Co. Mayo, IRE Sept 2016 – Dec 2019

- Handled customer needs, maintained store appearance and cleanliness.

Web Based Projects

VitorMiniGames (Battleships)

Technologies Used: Python, Heroku

GitHub: [VitorsMiniGames](#)

Overview: Re-created Battleships in Python and deployed online via Heroku.

Castlebar Co. Mayo, IRE
August 2023

Endless Runner Game

Technologies Used: HTML, CSS, JavaScript

GitHub: [Endless Runner Game](#)

Overview: Engineered a web-based endless runner game with optimized performance and responsive design.

Castlebar Co. Mayo, IRE
June 2023 – August 2023

Barbosa The Barber

Technologies Used: HTML, CSS

GitHub: [Barbosa the Barber](#)

Overview: Developed a promotional website for a barber business with responsive design and intuitive navigation.

Castlebar Co. Mayo, IRE
April 2023 – May 2023

Game Projects

PUNCH PARTY

Technologies Used: Unreal, C++

Itch: [Itch.io Link](#) **Dev Log:** [Dev Log](#)

Overview: Lead programmer for a 3D Windows boxing game with AI and character customization, resulting in over 100 downloads and positive reviews.

Sligo Co. Sligo
Jun 2021 - Aug

SPACE YARD DODGE

Technologies Used: Unity, C#

Itch: [Itch.io Link](#) **Play Store:** [Play Store Link](#)

Overview: Developed a 2D Android shooter game, achieving over 100 downloads on the Play Store

Castlebar Co. Mayo, IRE
July 2020 – Aug 2020

Interests

- Continuing to develop my skills in programming languages such as C#, Java, and C++
- Exploring new technologies and techniques in software development
- Engaging with the software development community through workshops, tutorials, and forums
- Creating my own games as a hobby, constantly pushing the boundaries of my abilities
- Staying current with industry trends and advancements through reading, watching videos