



# VITOR NOVO

Software Developer

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Ponte de Lima, Portugal



[yanko-n.github.io](https://yanko-n.github.io)



## ABOUT ME

Hello! I'm Vitor Novo, a Software Engineering enthusiast, my passion lies in Back End development, where I bring systems and applications to life through logic and programming.

I am particularly enthusiastic about game development and software creation.

I enjoy tackling new challenges and expanding my skill so I'm excited to continue expanding my knowledge and contributing to challenging and impactful projects.

My main hobbies are skateboarding and game creation.

## EDUCATION

### University of Trás-os-Montes e Alto Douro

Bachelor's Degree in Informatics Engineering  
2020 - 2024

### Secondary School of Ponte de Lima

Social Economics Sciences  
2017-2020

## SKILLS

- C
- C++
- C# [.Net Framework]
- Java
- Python
- JavaScript [Web Development]
- SQL [DataBase]
- Unity
- Git

## LANGUAGES

- English [B2]
- Portuguese [Native]

## PROFESSIONAL EXPERIENCE

### Projects

- **GeoCaching Game**
  - A Unity-developed game, it is a location-based experience featuring a mini-game for discovering clues related to geocaches.
- **3D Engine**
  - This project was developed in C++ and serves as a 3D object loader, processor, and renderer.
- **Speak2GPT**
  - An application created with Python, featuring voice recognition and text-to-speech functionalities. The objective is to assist disabled individuals in communicating with ChatGPT.
- **Wholesalers**
  - A console application developed in C# that functions as a server and client-side system for organizing and processing requests for ownership of broadband locations. Utilizing GRPC, Sockets, and RabbitMQ, it efficiently handles requests and responses.
- **Buying List Application**
  - An application built with WPF (.NET) that utilizes XAML and XML for both displaying views and saving data.

### Waiter

Restaurante Porão Limiano | 2019 - 2023

- Seasonal work (Sumers, holidays, weekends)
- Improved my communication skills
- Gained responsibilities as a young student
- Worked in a dynamic and fast-paced environment

Even if it was a non engineering work, I gained valuable skills that I can bring to the table, including proficiency in multitasking and facilitating clear and responsive communication.