Marcelo Carvalho - Software Engineer

**Education:**

**ESTG, Porto Polytechnic:** Technical Course in Cybersecurity, Networks and Computer Systems.

**ESTG, Porto Polytechnic:** Graduation in Software Engineering.

**ISEP, ISEP ACADEMY:** Network management and system security, certificates:

**CCNA: Introduction to Networks:** <https://www.credly.com/badges/b08bdf0a-8400-41ba-9906-30d6309b1ef6?source=linked_in_profile>

**Red Hat System Administration I (RH124)**

<https://rha.ole.redhat.com/rha/api/certificates/attendance/uuid/574d26ab-d176-448b-99af-f09290a9e43f>

**Red Hat System Administration II (RH134):**

[**https://rha.ole.redhat.com/rha/api/certificates/attendance/uuid/2209e77f-f1fc-4a7b-93cc-51feb58446da**](https://rha.ole.redhat.com/rha/api/certificates/attendance/uuid/2209e77f-f1fc-4a7b-93cc-51feb58446da)

**Other Certificates:**

Mathematics for Machine Learning: Linear Algebra:

<https://www.coursera.org/account/accomplishments/certificate/SH5GQ5GUGXHU>

**Experience:**

**Fabamaq**

* **Internship:** QA Automation Gaming Tester

**Skills:**

Working on Linux based Operation Systems.

Develop functional tests automation solutions in JavaScript and C#

Develop Shell scripts to automate file transfers and editing between systems

* **Full-time:** Software Test Analyst.

**Skills:**

Automate prizes award value predictions in Confluence page, HTML/JS.

Program ESP32 microcontroller (C++) to sniff information on RS-232 connection and verify transaction values over the SAS Protocol.

Develop SAS Protocol HEX to Binary, HEX to DEC descriptor on HTML/JS Confluence Page.

Program ESP32 microcontroller (C++) to read inputs from 24 bus hardware interface using SN74HC165N chips, and SN74HC595N to make outputs, making possible to interact remotely with an Electronic Gaming Machine, or Hardware System where a game runs.

Privilege Escalation attacks on Custom Linux Distributions.

Root Password attacks based on Grub vulnerabilities.

Configure Cloud based Servers.

Configure External Service providers connections and make API requests tests.

Learning Gambling Legislation from multiple countries (Mexico, USA, Spain, Norwegian, Philippines and others).

Define Testes Cases and perform tests based on country legislation, software specifications and/or previous fixed versions.

Make API Requests tests on

Make functional tests on Casino Games.

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