



ALEXANDRE MADEIRA

SOFTWARE DEVELOPER

Lisbon, Portugal

Software developer with experience in full-stack, mobile, and cloud development. Skilled in designing and building robust, scalable applications using modern frameworks and best practices. Strong problem-solver and critical thinker, combining creativity with strategic planning to deliver high-quality software.

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- Alexandre Madeira

SKILLS:

- Technical Skills
 - Software Development
 - Software Architecture
 - Full-Stack Development
 - Web API Development
 - UX/UI Development
 - Mobile Development
 - Agile Development
 - Clean Code
- Programming Languages
 - Kotlin / Java
 - Python
 - Typescript / Javascript
- Frameworks & Libraries
 - Spring Framework
 - Node.js
 - Express.js
 - Angular.js
 - React.js
 - Flutter
 - LangChain
- Tools & Platforms
 - PostgreSQL
 - Git
 - Docker
 - Postman
 - Jenkins
 - Jira
- Cloud
 - AWS
 - GCP
 - Azure

PERSONAL TRAITS:

- Strategic
- Critical thinker
- Creative
- Organized
- Detail-oriented
- Collaborative
- Versatile
- Autonomous
- Hard worker
- Fast learner
- High achiever

WORK EXPERIENCE

Full-Stack Developer

Aptoide

11/2023 - Present

Contributions and Achievements

- Contributed with new features and improvements to the back-end and front-end of the Aptoide Connect platform, including participations in close to 10 different projects using Typescript and Express.js for back-end and Typescript and Angular.js for front-end
- Built an AI Customer Support Chatbot using Python and integrated it into the Aptoide Connect, establishing a new "first line of defense" for customer support, achieving a success rate of 80% and reducing incoming human support inbox messages by 65%

PROJECTS

SyncUp - Book Club Project

09/2022 - 07/2023

Contributions and Achievements

- Developed a business model for the app idea
- Built the back-end of the project using Spring Web MVC with Kotlin
- Designed and integrated a mobile client application for Android and iOS using Flutter
- Presented as the final project of my bachelor's degree and achieved a final grade of 18/20

Exploding Battleships - Battleships Game

09/2022 - 01/2023

Contributions and Achievements

- Crafted the back-end of the 2-player game using Spring Web MVC with Kotlin
- Integrated a mobile client application for Android using Kotlin
- Developed a desktop web client application using React.js and Typescript

Garbage in Paradise - Game Jam

03/2022

Contributions and Achievements

- Developed the game for a 5-day game jam using Godot
- Built a high-score-based system for the game
- Placed number 1 and won the game jam

EDUCATION

Master's Degree in Computer Science

NOVA School of Science and Technology

09/2023 - 11/2025

Achievements

- Completed the degree entirely as a working student
- Accomplished a final GPA of 16 (0-20)
- Delivered and defended my thesis titled "Connectoide: A Case Study on the Effectiveness of AI Conversational Assistants in Aptoide Connect" with Paulo Trezentos (Aptoide CEO) and João Magalhães (Professor) as my advisors and achieved a final grade of 18 (0-20)

Bachelor's Degree in Computer Science

Instituto Superior de Engenharia de Lisboa

09/2020 - 07/2023

Achievements

- Accomplished a final GPA of 17 (0-20)
- Mentored 4 first-year students