



# ALEXANDRE MADEIRA

SOFTWARE DEVELOPER &  
COMPUTER SCIENCE STUDENT

## ABOUT ME

I am a passionate software developer and computer science student from Lisbon, Portugal, focused on building robust software aligned with my areas of expertise.

## TECHNICAL SKILLS:

- Software Development & Architecture
- Full-Stack Development
- Web API Development
- Experienced with PostgreSQL
- Mobile Development
- Experienced with Git
- Experienced with Docker
- Cloud Development (AWS, GCP, Azure)
- Coding Languages:
  - Kotlin & Java
  - Typescript & Javascript
  - Python
- Frameworks/Systems:
  - Java Virtual Machine
  - Spring Framework
  - Flutter
  - Jetpack Compose
  - Node.js
  - Angular.js
  - React.js
  - Express.js

## PERSONAL SKILLS:

- Hard & smart worker
- Autonomous problem solver
- Creative & critical thinker
- Planning & organizational skills
- Detail oriented
- High achiever
- Fast learner

## CONTACT ME AT:

- 📞 Phone: (+351) 960 231 301
- ✉ Email: [aa.madeira@outlook.com](mailto:aa.madeira@outlook.com)
- 🌐 Website: [aamadeira.github.io](http://aamadeira.github.io)
- 🐙 Github: [aamadeira](https://github.com/aamadeira)
- 🌐 LinkedIn: [Alexandre Madeira](https://www.linkedin.com/in/Alexandre Madeira)

## EXPERIENCE

### Full-Stack Developer - Aptoide

November 2023 - Present

- Contributions to the development of the backend and frontend of the Aptoide Connect platform
- Built an AI Customer Support Chatbot from scratch and integrated it into the Aptoide Connect platform as a part of my master's thesis

## PROJECTS

### SyncUp - Book Club Project

September 2022 - July 2023

- Development of a business model for an app idea
- Implementation of the server
- Implementation of a mobile app for Android and iOS (Flutter)
- Final project of my bachelor's degree
- Achieved a final grade of 18/20

### Exploding Battleships - Battleships Game

September 2022 - January 2023

- Development of a 2-player battleships game
- Implementation of the server
- Implementation of a native Android client app
- Implementation of a browser client app (React & Typescript)

### Garbage in Paradise - Game Jam

March 2022

- Development of a game for a 5-day game jam using Godot
- High score based game
- Winner of the game jam

## EDUCATIONAL BACKGROUND

### NOVA School of Science and Technology

Master's Degree in Computer Science  
2023 - 2025 (Current GPA: 15/20)

Goals:

- Always striving for higher grades
- Pursuing my degree entirely as a working student
- Doing my thesis with Aptoide

### Instituto Superior de Engenharia de Lisboa

Bachelor's Degree in Computer Science and  
Computer Engineering  
2020 - 2023 (Final GPA: 17/20)

Achievements:

- Game Jam contest winner
- Mentor of 4 first-year students

## MAIN INTERESTS & HOBBIES

- Development of passion projects
- Movies & TV
- Reading
- Science fiction
- Pop culture
- Music
- Technology
- Videogames
- Puzzle solving (Rubik's cube, Sudoku...)