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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- aamadeira
- 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 - 09/2025

Achievements

- Completed the degree entirely as a working student
- Accomplished a final GPA of ... (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 (FCT) as my advisors and acheived a final grade of ...

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