

PEDRO HENRIQUE MACHADO

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◦ DETAILS ◦

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◦ LINKS ◦

[Personal Website](#)

[LinkedIn](#)

[Github](#)

◦ SKILLS ◦

Python

JavaScript / TypeScript

ReactJS

NodeJS

Express.js

MySQL

MongoDB

Algorithms

Data Structures

Object Oriented Programming

GraphQL

Apollo

PostgreSQL

Git

HTML/CSS

AWS

AWS EC2

AWS S3

REST

Software Systems

Web Security

C# Unity Engine



EDUCATION

BA In Computer Science and Mathematics, University of British Columbia, Vancouver

September 2020 — September 2020

Awards: Outstanding International Student Award



EMPLOYMENT HISTORY

Back-End Software Engineer at SA Run, São Paulo, Brazil

July 2020 — Present

Skills: TypeScript, NodeJS, Express, MongoDB, Socket.io, AWS, EC2

- Working on developing a scalable api for an IOS and Android App together with a team of 4.
- Implementing a real time Chat Microservice using WebSockets with Socket.IO and a MongoDB database to store messages.
- Managing a Monolithic architecture using an AWS EC2 and a S3 bucket to store images/files.

Programming Content Creator at Youtube.com, Vancouver, Canada

June 2020 — Present

Skills: ReactJS, TypeScript, NodeJS, Express, MySQL, Algorithms and Data Structures

- Published 50+ tutorial videos on my youtube channel teaching a variety of topics including a ReactJS complete course, several videos on how to build projects, and videos on how to solve complex algorithm problems.



PERSONAL PROJECTS

Pinterest Clone

July 2020 — August 2020

Skills: TypeScript, ReactJS, GraphQL, Apollo, NodeJS, ExpressJS, MySQL, Sequelize ORM

- Developed a full stack GraphQL clone of Pinterest.
- Designed a fully responsive layout that mimics the official website.
- Users can upload 'pins' which are images with a title and a description. They can also save other people's pins and see all of their saved pins later.

Sorting Algorithm Visualizer

June 2020 — June 2020

Skills: ReactJS, BubbleSort, HeapSort, QuickSort, MergeSort, RadixSort, Algorithms, Data Structures

- Developed a visualizer to help me understand the various different sorting algorithms.
- Published the visualizer online and received positive feedback from various students saying it helped them understand the algorithms and the concept of time complexity.

PolyBlock - Mobile Game

June 2019 — July 2019

Skills: Unity Engine, C#, Data Structures, Unity Ads, Photoshop

- Programmed a hyper casual mobile game and published it to the App Store and Google Play Store.
- Implemented all the physics behind the the game.
- Created a store system which allow users to spend an in game currency to purchase new characters.