

ANDRÉ LUIS BECKER

SOFTWARE ENGINEER
ARCHITECT AND URBANIST

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< Profile />

Architect and Urbanist with solid experience in construction and an enriching six-year experience in Japan, focused on cultural and personal improvement. Transitioning to the technology field, currently pursuing a degree in Software Engineering. I am dedicated to the principles of honesty, knowledge, and expertise, with a proven track record in increasing productivity and customer satisfaction. I possess strong interpersonal skills and collaborate effectively in teams. Committed to standardization, quality (QA), and interested in financial markets, robotics, automation, cybersecurity, and bug bounty. I aim to develop innovative solutions for protecting systems and sensitive data, promoting a technologically secure and reliable environment.

 becker84

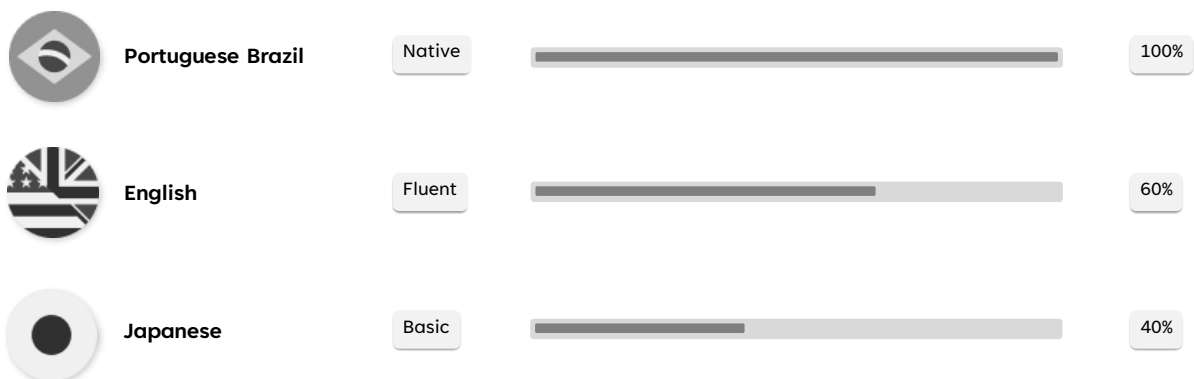
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 <https://andrebecker84.github.io/my-links/>

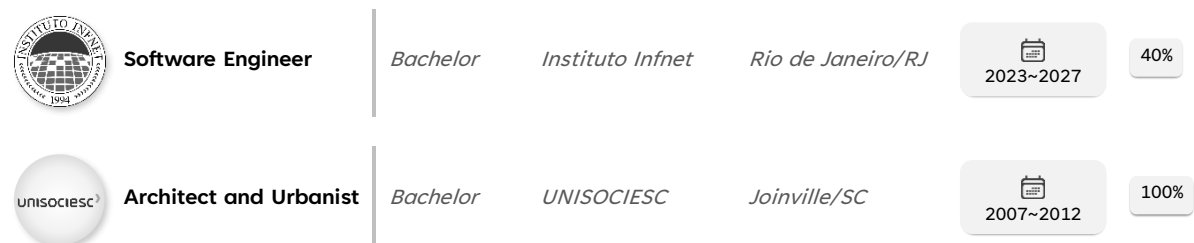
Main Skills



Languages



Academic Education



Trainings, Courses and Workshops

Autodesk Revit Architecture	2012	Autodesk Authorized Training Center	40 hours
Learn to Invest in the Stock Market	2011	XP Educação	10 hours
Autodesk 3D Studio MAX	2007	Autodesk Authorized Training Center	20 hours
English – Beginner Level (Intensive)	1996	Cultural Interchange in Swiss	1 month

Awards and Honors

1st place in competition	2004	1º Salão de Design e Arquitetura
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Skills and Tools

Programming Languages

Front-end	HTML	CSS / SCSS / SASS / LESS	JavaScript
Back-end	Python	C#	Java

Technologies

UI	Material UI	NativeBase	Styled-Components		TailwindCSS	Bootstrap	
Front-end	React	Axios	Vite	API			
Back-end	Springboot	Maven	Spark	API	Postman	Firebase	DB Browser (SQLite)

Tools and Softwares

Coder	Visual Studio	VS Code	IntelliJ IDEA	Eclipse	Sublime Text	Replit	Colaboratory	Node.js	
	GitHub	GitHub Desktop							
Designer	Figma	Illustrator	Photoshop	CorelDRAW					
2D / 3D	AutoCAD	AutoCAD Map 2D	Revit	3ds Max	Flow Design	SketchUp	Rhinoceros 3D	V-Ray	
	Mental Ray	Lumion							
Management	Notion	Trello	Obsidian	Office 365	Microsoft Project	draw.io	Jira	Microsoft Teams	Gather
	Zoom	Discord							




Programming Concepts

Agile Project Management / SCRUM		UML	MVC Architecture		Mobile-first UI		Responsiveness		Media Queries	
Generative AI		AWS	Azure	Containers	Cloud	Bug Bounty	Cyber Security		UI/UX	BEM / SMACSS / OOCSS





Operation System (OS) and Shell



Work Experience • Current

NOW 2023		Transitioning to Software Engineer career...	Starting...	Joinville - SC
		<ul style="list-style-type: none"> Return to Brazil and start of studies and career in Software Engineering. 		
2022 2016		Live & Work Experience Japan	6 years	Toyohashi - Aichi
		<ul style="list-style-type: none"> Please read below in next pages for more specific details. 		
2017 2007		Architect and Urbanist	10 years	Joinville - SC
		<ul style="list-style-type: none"> Please read below in next pages for more specific details. 		

Japan Experience

2022 2019		Suzuki Motor Corporation	3 years	Kosai - Shizuoka
		<ul style="list-style-type: none">Repair and quality control in the paint light tunnel for car bodies of Spacia, Wagon, Alto models. (Parts: bodies, doors, and trunks.)		
2018 2017		Toyota Boshoku	1 year	Toyohashi - Aichi
		Lexus		
		<ul style="list-style-type: none">Assembly of interior door finishes for IS and LS models, quality inspection after assembly, application of high-gloss paint for finishing RAV4 and WISH cars. (Parts: interior doors.)		
2017 2016		Fuji Kiko Arai Factory	1 year	Kosai - Shizuoka
		<ul style="list-style-type: none">Lathe, robotic welding, weld quality inspection, welding repair and cleaning with tools, assembly. (Part: automotive telescopic steering column.)		

2017



10
years

Joinville/SC

A&B Studio, BKR Studio, Construtora e Incorporadora Correia, Z1 Studio, ENGEST Engenharia de Estruturas, Helpcon Construções

- **Socioeconomic Feasibility Studies and Investment Acquisition, including partnership with BNDES.**
- **Development of Architectural and Interior Design Projects:** Residential, commercial, industrial, showrooms, and stands.
- **Rendering and 3D Modeling:** Utilization of 3D CGI.
- **Physical Building Models:** Creating manual prototypes for project presentations.
- **Urban Impact Analysis:** 3D simulations for mitigating urban and environmental impacts, including presentations at public hearings.
- **Landscape Design:** Creation of functional and aesthetic green spaces.
- **Project Management:** Team coordination, defining plans, and schedules.
- **Project Regularization and Compatibility:** Harmonization of executive and complementary projects, and legal project regularization.
- **Aesthetic and Functional Consulting:** Proposals for buildings facades and layout improvements.
- **Construction Supervision and As-Built:** Monitoring of construction works and As-Built project documentation.
- **Participation in Bidding and Airport Projects in SP and MG (INFRAERO).**
- **Development of Products with “TecnoFibras”:** Design of resin doors.
- **Implementation of Quality Methodologies:** Application of ZAPP and 5S.
- **Structural Detailing:** Creation of executive detailing manuals for reinforced concrete constructions.
- **Marketing for Buildings:** Marketing strategies for residential and commercial building projects, materials, and promotional events.
- **Construction and Marketing of Twin Houses.**
- **Customer Service and Support:** Technical support throughout the project lifecycle.
- **Detailing of Metal and Wood Structures.**
- **Notable Authorship Projects:** Montserrat, Goldsteig, Munich Tower, among others.
- **Participation in Residential Building Projects:** Platinum, Rio Danubio, Central Park, The One Center, among others.

2007