

BERNARDO CARVALHO

Software Developer

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Objective

Join the market as soon as possible aiming the gain of professional experience, deepening of knowledge in the field and establishment of a network in the process.

Summary

Graduated in *Economics*, currently studying *System Analysis and Development*. Despite being at the beginning of the course, my contact, and consequent familiarity, with technology dates back to 2005, the year I got my first computer. On the subject of computer science, all my knowledge took place online through self-teaching and by taking courses, with CS50P and CS50x as highlights, courses offered free of charge by *Harvard University* through the CS50 program.

Education

Centro Universitário Senac RS (UniSenac), Pelotas, RS, Brazil

Bachelor of Technology - BTech in System Analysis and Development | 2024 – present

Universidade Federal de Pelotas (UFPel), Pelotas, RS, Brazil

Bachelor's degree in Economics | 2017 – 2021

Colégio Gonzaga, Pelotas, RS, Brazil

High school diploma | 2014 - 2016

Languages

- English (advanced)
- Portuguese (native)
- Spanish (intermediate)

Understanding of concepts

- Coding best practices
- Data structures (queues, stacks, linked-lists, trees, binary trees, hash tables and tries)
- Debugging
- Frameworks
- Memory management (pointers, dynamic memory allocation, stack, heap and buffer overflow)
- Object-oriented programming (OOP)
- Procedural-oriented programming (POO)
- Programming logic
- Regular expressions
- Search algorithms (linear search and binary search)
- Sort algorithms (bubble sort, selection sort and merge sort)
- Unit testing

Technical skills

Programming languages

- Comfortable with C, Java, Python, SQL
- Knowledge in C++, JavaScript, Lua, TypeScript

Web development

- Comfortable with *HTML*, *CSS*, *Markdown*
- Experience with *SQLite* databases
- Experience with frameworks *Bootstrap*, *Fastify*, *Flask*

Version control

- Comfortable with *Git*, *GitHub*

Operating systems and virtualization

- Comfortable with *Windows*
- Experience with *Linux*
- Experience with *Docker*, *VMWare*

Softwares and tools

- Comfortable with *Bash*, *DOS* shells
- Experience with back-end development applications like *DBeaver*, *Node.js*, *Postman*, *Prisma*
- Experience with code editors like *Nano*, *Neovim*, *Vi*, *Vim*, *VSCode*
- Experience with office applications like *Google Docs*, *Google Sheets*, *Google Slides*, *Microsoft Excel*, *Microsoft PowerPoint*, *Microsoft Word*
- Experience with multimedia tools like *Adobe Photoshop*, *Figma*, *Vegas Pro*

Behavioral skills

- Communicative
- Fast learner
- Organized
- Proactive

Courses

- CS50x - *CS50's Introduction to Computer Science* (2023)
- CS50P - *CS50's Introduction to Programming with Python* (2023)
- CS50P - *CS50's Introduction to Programming with Python* (2023)
- Santander's Bootcamp – Back-end development with Java (2024)
- Santander Coders – Data Science with Python (2024)

Projects

CS50P's Final Project — Handball game in Python

<https://github.com/bgbaine/handball>

Handball clone, a game inspired by the famous *Atari's Pong*, and made for the *Coleco Telstar* (1976). Written in *Python*, makes use of the *Pygame* library. Uses concepts such as *classes*, *object-oriented programming (OOP)*, *unit tests (pytest)*, *type system (Mypy)*, *docstrings* formulation and formatting and *Markdown* language to elaborate a README file.