

Bruno Bruno

Full Stack Developer

Personal Website - <https://brunommbruno.github.io/>

Dynamic and **detail-oriented** Web Developer with a knack for conceptualizing and delivering elegant, user-friendly solutions effectively and efficiently. Proactive and enjoy engaging in team projects, always ready to go the extra mile to ensure the job gets done. Constantly looking for big or small projects to engage in.

+44 7391 503160

- brunommbruno@gmail.com
 - [linkedin](#) • [github](#) •
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Skills

Web Technologies: HTML5, CSS, JavaScript (Vanilla & DOM), Object Orientated PHP

Frameworks: React / Redux, Laravel

Tooling: Git, Gulp, npm, Vagrant, Chrome Developer Tools, VS Code, pair programming, TDD, wireframing with Balsamiq

Programming: types, variables, functions, data structures

Server-side: MySQL, database migrations, APIs, templating with Blade,

Organisation: project management, Trello, Agile, documentation and reporting

Interpersonal: teamworking, conflict resolution, problem solving, decision making

Projects

Football Livescores (Mobile)

HTML, CSS, JS, Rest APIs, React

This app allows users to check up on football scores from the top leagues in Europe, including viewing match statistics, facts, and the lineup for each game. It is created around the api-football API that provides live statistics for hundreds of games. This project included requesting the data and dealing with displaying the appropriate information in an easy and elegant manner.

[Link](#) | [Code](#)

Team Selector App

HTML, CSS, JS, Laravel, PhP, RestAPIs

This is an app that allows users to input players and randomise them into 2 customisable teams. This project included creating both the back-end part of the app such as creating the database, dealing with API requests and deploying this to an AWS space. As well as the front-end aspect of the app that deals with displaying this information and performing different calls to the api.

[Link](#) | [Front-End-Code](#) | [Back-End-Code](#)

Gift Tracker App (Group Project)

HTML, CSS, JS, Laravel, Php, RestAPIs

This app allows users to input custom gifts and set a budget as a way to track them. During this project I initially worked on the back-end side of the app but as soon as that was working I moved into the front-end side of the project where I mainly handled and initiated the requests between both apps

[Link](#) | [Front-End-Code](#) | [Back-End-Code](#)

Run

C#, Unity

This is a casual, 2D platform game created using the Unity engine and interface. The game consists of 3 levels where the aim is to collect all the items available and reach the exit before the given time expires. This project was made to gain familiarity and experience within the Unity Engine.

[Link](#)

Education

Develop Me / Full Stack Software Development

SEPTEMBER 2020 - DECEMBER 2020, Bristol / Remote

Intensive project-driven 12 week software development on the webstack course, taught by industry professionals using best practice approaches.

City Of Bristol College / A-levels/ Computer Science, Sociology, Business Studies I

SEPTEMBER 2018 - JUNE 2020, College Green Centre

Personal Information

About Me

- Portuguese nationality & Passport
- Residency in Germany(Frankfurt) but have lived in Portugal, Australia, and England
- Languages:
 - Portuguese(Mother-tongue)
 - English(Fluent)
- Avid football fan
- Hobbies
 - Have been playing guitar since secondary school
 - Creating mostly 2D games using Unity Engine and C#
 - Gaming (enjoy most types of games)

References available upon request.