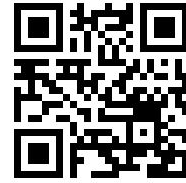# Bruno Sabença

PROFILE

Skilled software programmer, solid educational background in programming, and experience using various development tools. Good organizational and communication skills. Fast learner and productive in both team based and self-managed projects.

EXPERIENCE

"Horta na Cidade" Consumer Group,

Coimbra, Portugal — *Freelancer*
December 2018 - March 2019
http://bioconsumo.brunosabenca.com

Technologies used: Laravel, PHP, Vue, HTML5, Bootstrap

Development of a web application for a small consumer group that aims to lower the barrier of access to fresh organic products from local producers.

Experience included:

- ● Web Page Design & Production
- ● Client Communication
- ● Systems Administration
- ● Requirements Analysis

BoxdStats,

Insider Letterboxd API Developer
Ongoing
http://boxdstats.brunosabenca.com

Technologies used: React, Node.js, Express.js

This accepted project by Letterboxd.com leverages its private API to allow users to analyze their film watching habits.

React is used to provide a front-end that is responsive to data changes and easy to adapt and extend.

brunosabenca.com

E12 6NJ
London, United Kingdom

07828 271964

BrunoMSabenca@gmail.com

PROGRAMMING LANGUAGES & TECH KNOWLEDGE

- ● PHP, Laravel
- ● Node, jQuery, Vue, React
- ● HTML5, CSS3, Javascript, Bootstrap
- ● MySQL, MongoDB, Redis, JSON
- ● Python, Bash
- ● Git, AWS
- ● Windows & Unix-like OSes

SKILLS

- ● Web Design & Development
- ● OO Programming, MVC, APIs
- ● Software Dev Lifecycle
- ● Test-driven Development
- ● Software Testing & Troubleshooting
- ● Problem Analysis & Resolution
- ● Portuguese native speaker

PROJECTS

Countries API,
MARCH 2019
http://countries.brunosabenca.com

Technologies used: MongoDB, Lumen

API to a repository of standardized data about world countries. Built using the Lumen framework following the REST API principles to ensure a fast, scalable and reliable API.
As an extension to this project, a React Native application using it as a backend is planned.

Hybridation strategy game,
GitHub Game-Off 2018 Submission — *Co-developer*
NOVEMBER 2018
http://hybridation.brunosabenca.com

Technologies used: Javascript, Phaser

A strategy game powered by the Phaser game framework that can be played on both desktop and mobile platforms.

EDUCATION

Instituto Superior de Engenharia de Coimbra,
Coimbra, Portugal — *Software Development Bachelor Degree*

2011 - 2016

Relevant Units:

- OO Programming
- Artificial Intelligence
- Computer Networks
- Database Design
- Computer Systems
- Web Development

Colégio Liceal de Santa Maria de Lamas,
Santa Maria da Feira, Portugal — *IT Course*

2008

Relevant Units:

- Procedural Programming
- Web Development
- Database Design

EVENTS

Game of Games, 3rd edition,
Coimbra, Portugal — *Team Project Developer*
NOVEMBER 2014

Participation in a team-focused game development hackathon. Built a web-based role playing game from scratch.

Microsoft TechDays Lisbon 2010,
Lisboa, Portugal — *MSFT Event Participant*
APRIL 2010

Largest Microsoft developer conference in Portugal.

Project demos and more information can be found on brunosabenca.com