DAVID **CERDEIRA**

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linkedin.com/in/david-cerdeira/ Education

Polytechnic Institute of Setubal Sept 2019 - Ongoing - Bachelor of Software Engineering

• **Courses:** OOP in C# and Java, Algorithms, Data Structures, Database, Web Development, Graph Theory, Project Management, Android Mobile App Development, Agile Methodologies

Skills

Languages: Javascript, React, C#, C, Java, SQL, HTML, CSS, Python Technologies: Angular, ASP.NET Core, MySQL, Bootstrap, WordPress, Azure, Unity Language: Portuguese – Native | English – Fluent (C2) | Korean (한국어) – Intermediate - Driving License: Category B/B1 SE-344546 7

Professional Experience

Singlestore - Frontend Software-Engineer Intern Portugal Frontend software engineer internship May 2022 - Sept 2022 • Worked as a full time member on frontend developer team where I had contact with real work problems and tasks • Used React and Javascript to build sections for web pages • Worked with GraphQL to fetch data from Netlify CMS • Participated in the summer hackathon where I worked closely with a designer to build a **collapsible** sidebar for the product user interface

WebsitesDavid - Freelancer Portugal Website Builder using Wordpress - websitesdavid.pt Sept 2020 - Ongoing • Started this freelance job on my own which consists of building and designing websites • I work alone therefore I'm in charge of the full process: requirement gathering, prototype design, website building, domain and host management, digital marketing (google ads), managing the client • **All customers** satisfied

Projects

This.Testify Portugal, IPS ESTS Web Application – this-testify.azurewebsites.net Oct 2021 – May 2022 • Web application that automatically compiles and runs tests over code files submitted by the users • Project was developed following **SCRUM** agile methodology with all formal documents and **5 sprints** • Implemented **all back-end** logic and **front-end** design on the back office module. • Lead and implement unit testing, automation testing, integration testing and system testing • Implemented an automatic email sending functionality and a user management system using Azure DB • Played the role of **Project Manager**, had to create all project documents, and manage team members

• Documents: requirement specification, detailed design, architecture, sprint planning, and review **Lost In Japan** Portugal, IPS ESTS 3D Windows Videogame - lostinjapan.itch.io/lost-in-japan Apr 2021 - Jun 2021 • Escape room genre game, where the goal is to solve each puzzle and escape from the locked house • Implemented **all graphical** components of the game using the **Unity** game engine, which include:

- Manual construction of the house and each division, construction of puzzle objects (keys, locks)
- · Worked with lights, game objects, triggers, events, and sounds
- Implemented back-end logic in C# for all the puzzles
- Implemented all sound components of the project which was received **great feedback** from the users

The game was published on itch.io and generated 267 downloads, 19 comments, and 1 gameplay

About Me

I have great communication and teamwork skills. I'm curious. I'm extremely motivated and focused on my goals. I acknowledge that I don't know everything and therefore I'm very eager to learn. My passion is personal development. I like to remind myself that I only have one life and therefore should strive every day to do my best in everything I do to see how much I can achieve. Not giving my best is not an option.

My **interests**: traveling, learning, working out, learning new languages, technology, playing piano..