

FABRICIO LEITE

Software Developer

I'm a dedicated and experienced person, I love solving problems and playing jazz saxophone. I have a degree in Software Developer at 42 School, is in first place in terms of ethical values, surpassing institutions such as Havard, Columbia and Yale.

Experience

- CTT EXPRESSO, MAIL (2021 - PRESENT)

Personnel management, sorting, organization and delivery of documents and orders in the town of Setubal, in the Councils of Sesimbra, Azeitão, and Almada.

- GIORNO, RESTAURANT (2019)

Personnel management, Cashier; Food and Beverage Replenishment; Table and Counter Service.

- BRAZILIAN ARMY (2011 - 2019)

Personnel management, human resources, communication systems, military band musician.

- HOUSE OF MUSIC IN SAO PAULO, BRAZIL (2007 - 2010)

Saxophone, Flute and Harmonica Teacher.

- NOTARY ASSISTANT (2000 - 2008)

Administration of the personnel department, managing the Notary Office, and issuing apostilles and authentications. Developed payroll automation in mid-2002 and supported software for managing deeds, powers of attorney, and databases.

Projects

- LIBFT (2023.04.11 - 2023.04.30)

Created a custom C library that replicates standard functions, improving my skills in string manipulation, memory allocation, and reusable function development.

- PRINTF (2023.05.07 - 2023.05.14)

Developed a customized version of the standard C library's 'printf' function, focusing on advanced string manipulation, output formatting, and variadic variables.

- GET_NEXT_LINE (2023.05.17 - 2023.06.03)

I worked on file manipulation, buffer management, and efficient data reading by implementing a function to read a file one line at a time.

- BORN2BERROT (2023.06.08 - 2023.06.20)

Creating a virtual machine for Linux server configuration and administration, focusing on system administration, server setup, and operating system security.

- SO_LONG (2023.09.14 - 2023.09.27)

Development of a simple 2D game using the MiniLibX graphics library, dealing with graphical programming, event handling, and game logic.

- PUSH_SWAP (2023.09.29 - 2023.10.23)

Implementation of an efficient sorting algorithm using two stacks. Data structures, sorting algorithms, and code optimization.

- PHILOSOPHERS (2023.10.28 - 2023.11.15)

I worked with concurrent programming, the use of threads, and resource synchronization. For this, I simulated the dining philosophers problem to study concurrency.

- MINISHELL (2023.12.01 - 2024.03.01)

I led a team of developers on a large project with a tight deadline, focusing on team organization, task division, and time management. Despite challenges, including team members considering quitting, I successfully motivated the team to deliver the minishell—supporting most Bash Shell commands—on time. The project involved command interpretation, process manipulation, and creating a shell environment.

- NET PRACTICE (2024.03.02 - 2024.03.07)

Project on computer networks and configuration, leading to knowledge in networks, IP configuration, and network protocols.

- CUB3D (2024.03.10 - 2024.05.11)

Project done with a team of developers, where I acted as a developer and team leader. We developed a raycasting engine, similar to the one used in the game Wolfenstein 3D, dealing with 3D programming, raycasting techniques, and low-level graphics manipulation.

- PISCINE IN CPP (2024.06.10 - 2024.09.23)

A sequence of 10 intensive projects developed at school 42, focused on C++. Where I developed skills in object-oriented programming, memory management, data structures, algorithms, design patterns, file manipulation, generic programming, exception handling, and application development.

- IRC - INTERNET RELAY CHAT (2024.09.25 - 2024.11.19)

I led a team in developing a complete IRC server in C++ following the RFC 1459 protocol. This project enhanced my skills in team leadership, C++ development, network programming, object-oriented programming, memory management, exception handling, collaboration, and version control using Git and GitHub.

- INCEPTION (2024.11.20 - 2024.12.03)

I created and managed Docker containers to simulate a production environment for web applications. This involved container orchestration, environment configuration with Docker Compose, task automation through shell scripts, and ensuring container security and networking. I utilized Nginx for serving the application, MySQL for data storage, WordPress for the front-end, and PHP for the back-end.

- MY WEB PORTFOLIO (2024.07.01 - 2024.07.07)

Development of a web portfolio to showcase my projects and skills. Where I used HTML, CSS, JavaScript.

- WEB TEACHING PLATFORM (2021 - 2022)

Project developed during the Python Bootcamp at python.pro.br, using Python, Django, Docker, PostgreSQL, Bootstrap, Heroku, GitHub Actions, Codecov, and PyUp. The platform allows the creation and management of online courses, with functionalities for students and instructors.

- TRANSCENDENCE (2025.01.03 - Present)

Project developed in Python, Django, Bootstrap, HTML, CSS, and JavaScript with a team of developers. The project involved creating a complete web platform for content management and user interaction. The full-stack environment includes features such as login, registration, profile creation, post creation, comments, likes, real-time chat, and multiplayer games. We utilized database integration and agile methodologies in the development process.

Other Experience

In addition to the experiences mentioned above, I have worked on various musical projects as a musician and speaker. I conducted Brazilian music workshops for schools and prisons in France and performed at numerous music festivals in Brazil and Europe, including the Montreux Jazz Festival in Switzerland, one of the largest jazz festivals in the world. I have been part of renowned groups such as The Big Mountain, Pato Banton, Milionário e José Rico, and Afrodizia.



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Education

- SOFTWARE DEVELOPER
2023 - Present
42 School Lisbon

(Study of software engineering and computer science)

- WEB DEVELOPER
2021-2022
Python Pro
(Study focused on backend developer)

- DEGREE IN MUSIC
2013-2015
Metropolitan University of Santos
(Elementary school music teacher)

- BACHELOR OF MUSIC
2016-2018
Mozarteum College of São Paulo
(High Performance in Jazz Saxophone)

- CLASSICAL MUSIC TECHNICIAN
ETMD
2011-2016
(Study focused on classical music)

- TYPING
SENAI
2002
(typewriter writing technique)

- COMPUTER SETUP AND UPKEEP
1999-2000
Infocurso

- MSDOS / WINDOWS / OFFICE
2000-2001
Infocurso

Technical Skills

C (language) + C++ + Shell + Python
HTML + CSS + Markdown + Bootstrap
JavaScript + Django + PostgreSQL
Docker + MySQL + Nginx + Virtual Machine + Git + Github Actions
Linux + Windows + MacOS + VScode
+ Vim + PyCharm

Hobbies

Running + Studying + Playing Saxophone + Playing Jazz Guitar
Listening to Music + Reading about Technology + Reading Books about Software Development + Doing Documentation + Watching Science Fiction Series