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# FERNANDO BICALHO

## < JUNIOR SOFTWARE DEVELOPER >

BRAGA

PORTUGAL



### EDUCATION

#### Code for All\_

Fullstack Programming Bootcamp  
May/2024 - Aug/2024

#### BsC in Computer Science

University of Minho, Braga, Portugal  
2018-2024 (Frequency)

#### High School

Colégio César Lattes, São Paulo, Brasil  
2010-2012



### ABOUT ME

I am transitioning from a career in sales and customer support to studying programming. My previous roles have honed my problem-solving and communication skills, which I now apply to my programming studies. I am passionate about coding and eager to leverage my diverse experience to pursue a career as a software developer.

### PROJECTS

#### FIGHTING GAME

Single-Player Fighting game using Simple Graphics. Built for codeForAll\_ Bootcamp 1-week GameJam. Its a fighting game based on the bootcamp teachers and facilities.

#### RASTROS - SLIMETRAIL

C based gamed created during Algorithm Laboratory I Course at University of Minho. The game is based on the classic Slimetrail game created by Bill Taylor in 1992.

#### SERVER X CLIENTS CHAT

It's a server-based Java program using IO Network, developed during the CodeforAll\_ Bootcamp. The server broadcasts all client messages, functioning like a traditional online chat platform.

### WORK EXPERIENCE

2020-2024

#### Consumer Support Specialist @ Randstad Portugal

As consumer support, I provided technical assistance and resolved customer inquiries in a customer support role, ensuring high satisfaction and efficient service.

2019-2020

#### Telecommunications Consultant @ TLCl

As consultant, it was my responsibility to manage both inbound and outbound sales initiatives, attract and generate interest in potential customers, and serve as their first point of contact.

### SKILLS



### LANGUAGES

English  
Portuguese

### HOBIES

