

SOFTWARE ENGINEER

MOBILE DEVELOPMENT | WEB DEVELOPMENT | CHALLENGE ORIENTED

- Current software engineering student, specializing in Game Programming; Graduate of a Bachelor of Computer Science degree
- 2+ years of professional experience as a Software Developer with experience in native mobile development, as well as software QA and testing
- Skilled with applying Agile to development
- Able to communicate clearly both in person and online, creation of reports and keeping both the team and stakeholders aware of the software requirements and current development stage
- Proven ability to effectively meet competitive deadlines and achieve project goals in a team, able to manage several different deadlines with project management tools such as Jira and Trello
- Challenge-oriented and independent enough to learn new skills quickly with minimal input, while also being a team player and motivated by cooperative situations where everyone can learn and work together towards a single goal

TECHNICAL SKILLS

Programming:	Java, C++, C#, JavaScript, SQL, Kotlin, Swift, Python, HTML
Systems:	Windows, Android, iOS
Tools:	Git, Jira, Trello, Visual Studio / Code
Software Engineering:	Agile, Scrum, System Development Standards

EDUCATION

Game Programming (Co-op) Advanced Diploma	Sept 2023 - Present
Centennial College, Toronto, ON	

Focus: Software System Design | Java | C++ |
Testing & Quality Assurance | Data Structures & Algorithms | Web Application Development

Bachelor of Computer Science	Graduated 2017
Federal University of Pernambuco (UFPE), Recife, Brazil	

RELEVANT WORK EXPERIENCE

Mobile Developer I2 Mobile Solutions, Recife, Brazil	Jan 2018 - Dec 2020
<ul style="list-style-type: none">• Developed 4 different fully-fledged projects including a virtual marketplace, a hospitality application for a bar and a product catalog for electronics company• Collaborated on several projects using Version Control and maintaining quality documentation• Participated in weekly Scrum meetings, including ones that involved clients, keeping all stakeholders informed and notifying of any delays or issues that had occurred• Updated the project specifications to fit within the client and system requirements• Maintain older applications developed by the company and provide feature and security updates• Occasionally performed customer support and training for stakeholders on some applications	
Junior Mobile Developer (Intern) I2 Mobile Solutions, Recife, Brazil	Jun 2017 - Dec 2017
<ul style="list-style-type: none">• Maintained, refactored and optimized legacy code from previously developed applications• Created use cases and implemented new features for those applications• Tested existing features and assessed the stability of applications• Developed AR features using Unity and JavaScript in Android• Using Fabric's Crashlytics, performed several passes to increase the stability of software	

Teaching Assistant - Databases | UFPE, Recife, Brazil

Jun 2015 - Jun 2016

- Prepared and presented classes for students focused on SQL databases
- Developed unique exercises and problem sets for each student team
- Graded assignments developed by students focused on SQL and Java
- Provide one-on-one support to students in understanding the curriculum material

ACADEMIC PROJECT WORK

Cloud Kitchen – Software System Design

- Created a complete Software Requirement Specification for a theoretical Cloud Kitchen application throughout the semester
- Managed the deadlines and met weekly with the professor who would offer pointers on how to progress with the document
- Collaborated with a team with several different members using Agile methodology
- Split responsibilities and assigned tasks according to members strong and weaker skills

S.N.A.C.K.S Game – Intro to Prog

- Developed a 2D platformer game using Unity within a collaborative team students
- Managed features and order of priority to guarantee a smooth delivery of features
- Performed tests with users to identify and correct any bugs to support a stable beta
- Continuously kept track of the project timeline using of the management tool Trello and of Agile practices to deliver a complete final submission

Gokturk Website – Web-development Project

- Collaborated with a team with several different members to implement a MERN stack
- Split responsibilities and assigned tasks according to members strong and weaker skills
- Developed a front-end web page using of React and Material-UI library
- Managed deliveries, project deadlines and responsibilities within the team using of management tool Jira