HÉLDER RAMOS

SOFTWARE DEVELOPER

CONTACT

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DETAILS

📅 Date of Birth: 22-05-2002

🚗 Driving Licence: B

SKILLS

Programming Languages:

- C#, Java, Python, Javascript, XSLT, C++, C, SQL

Web Development:

- Html, Css, JavaScript, MkDocs, React, ASP.NET Core, SQL Server, SignalR, NodeJS

Tools:

- Unity, Git, Jenkins, Azure, SSMS, Figma, Android Studio

Areas of Expertise:

- Game Dev, Web Dev, GUI Design, Tooling, Automation, CI/CD, Unit Testing

LANGUAGES

- Portuguese (Native)
- English (Fluent)

PROFILE

Software Developer with a BSc in Computer Science and 4+ years of game dev experience using Unity and C#. Experienced in full-stack web development. Quick to learn and adapt to new languages and tools.

WORK EXPERIENCE

Dev Trainee - Euronext Porto Tech Center   DEC 2024 - SEP 2025

- Maintained and enhanced the internal **MkDocs**-based specifications site for business analysts, implementing multiple features in **JavaScript**:
  - Delta Mode - Git-style comparison view showing changes between page versions with inline green/red highlights.
  - Version switcher dropdown, focus mode and other UI/UX improvements.
- Developed custom **MkDocs** plugins in **Python** to enhance documentation:
  - **PDF Exporter** – generates styled PDFs directly from the site.
  - **Include** and **Glossary** – enables content reuse and glossary linking.
  - **Structure Expander** – parses **XML** via **XSL** to **HTML** tables and and renders them with correct links and styling based on **Markdown** tags.
- Improved deployment, automation, and reliability of the documentation site.
- Optimized S3 publishing (10× faster via **multithreading**), maintained **Jenkins** pipelines and jobs, and developed **CLI** tools for version management.
- Created diagnostics for content validation and comparison, and wrote **unit tests** to ensure stability across plugins and utilities using **Python**.

EDUCATION

University of Porto, Faculty of Sciences

Bachelor's Degree in Computer Science

Grade: 16   SEP 2020 - JUL 2023

- AI Projects using **Java**
- Web Dev using **JavaScript**, **NodeJS**, **HTML**, and **CSS**
- Game Dev using **Unity** and **C#**.
- Software Dev using **Java**, **C**, **SQL**, **Assembly**
- Compiler Dev using **Haskell**

PERSONAL PROJECTS

Developed two games using Unity and C#:

- Co-created a 2D platformer during the 45-hour NUCC-FCUP 2024 Game Jam, winning first place.
- Developing a 2D game for 3+ years, focusing on code architecture, design patterns, level design, art, music, and full-cycle game dev.

Developed an online web game:

- Developed an online Snake 1v1 web game using **React**, **ASP.NET Core**, **EF Core**, **MYSQL**, **SignalR** and authetication with **JWT.**