



Jorge NOGUEIRA VÁRZEA

SOFTWARE DEVELOPER - 24 YEARS OLD

jixdrop.github.io

INTRODUCTION

Focused on simplifying my work, and the work of others. Every day is a day I will learn something about a project and the people building it. Appreciator of app architecture. I like to spend time building, understanding and testing something to be stable.

EXPERIENCE

Software developer Jan. 2021 - April. 2022
EDEDOC, Angoulême, France 1 year 3 months

- Created mobile apps with Flutter. Understood the framework structure. Connected the apps to middleware. Handled user accounts and authentication. Published apps to Android and iOS stores.
- Designed app screens. Adjusted them according to the team's advice. Attention to detail and to ergonomics.
- Tested multiple edge cases in order to solidify my knowledge of the company's middleware. Documented code and app build process.

Game developer intern Mar. 2020 - Sept. 2020
Rebound CG, Angoulême, France 6 months

- Developed user interfaces and connected them to the game framework for data display. Added functions to the game framework to treat data according to the design documents.
- Version control and code reviews. Learned to understand the other person's way of thinking during code reviews.
- Developed patience, focus and perseverance.

Web developer intern Apr. 2017 - Jun. 2017
VPN Autos, Bordeaux, France 3 months

- Acquired knowledge on how computers communicate on the internet, how to use protocols and middleware.
- Created a website prototype. I was in charge of designing pages and connecting the website to the database.

CONTACT

Phone
+33 6 52 24 21 63

Email
jorge.noogueira@gmail.com

LinkedIn
linkedin.com/in/j-nogueira

Address
Appartement 113,
51, Boulevard d'Auvergne
16000, Angoulême
France

EDUCATION

Cnam-Enjmin 2018-2020
Angoulême - France
Master's Degree
Game programming

Université de Bordeaux
2017-2018 - France
Bachelor's Degree
Computer science theory

IUT de Bordeaux
2015-2017 - France
University diploma of
technology
*Professional knowledge in
computer science*

SKILLS

User interfaces design
Learning and teaching
Drawing and painting