

Profile

Software developer with a strong foundation in C and C++, bringing creativity, precision, and attention to detail from a background in design. Experienced in teamwork and project coordination, with a commitment to building reliable, high-quality solutions and contributing to innovative development projects.

Skills

Teamwork | Adaptability | Attention to Detail | Rigor | Project Management | Proactivity | Problem Solving

Tools & Technologies

C | C++ | HTML/CSS | React | TypeScript | Python | Shell | Git | Docker

Languages

Portuguese | English

Education

Software Development

2024-2025

42Porto - peer-to-peer programming school, focused on project-based learning.

Furniture Technical Drawing and Wooden Constructions

2019 -2021

CFPIMM - Professional Training Center for Wood and Furniture

Work Experience

Furniture Technical Designer

2021-2024

WUDA - Bespoke furniture and Interiors

Delivered precise technical drawings that cut errors and sped up production.

Managed multiple projects on time while raising quality standards.

Collaborated with teams to resolve issues and boost product quality.

Main Projects

ft_transcendence - 42 Common Core 🔒

Led the frontend development of a multiplayer Pong game platform using HTML, TypeScript, and Tailwind CSS, delivering a responsive interface with modern UI components and an intuitive user experience.

Hackathon - HR Tool

Turned 1-week-long task into 1 minute, by buildingg a Python app to streamline HR processes by detecting employees nearing contract expiration or career progression and automatically notifying department heads via email.

minishell - 42 Common Core 🔒

A simple shell (used bash as reference), which I built fully with C, focusing on parsing, command execution and managing processes and memory.

cub3d - 42 Common Core 🔒

Basic 3D game inspired in Wolfenstein 3D. I implemented raycasting using C, combining mathematics, graphics programming and user interaction.

ft_irc - 42 Common Core 🔒

Developed a functional IRC server in C++ from scratch. I implemented socket-based client-server communication and handled key IRC commands according to protocol standards.