

# LUÍS NEVES

## SOFTWARE DEVELOPER

📍 Rebordosa, Porto, Portugal

✉️ [luisneves10@gmail.com](mailto:luisneves10@gmail.com)

🌐 [github.com/luisneves10](https://github.com/luisneves10)

☎️ +351 915 855 912

🌐 [linkedin.com/in/luisfbneves](https://linkedin.com/in/luisfbneves)

🌐 [luisnevesdev.netlify.app](https://luisnevesdev.netlify.app)

## PROFILE

Software developer with a strong foundation in C and C++.

Prior experience in furniture design, bringing creativity, attention to detail and project management skills.

Seeking opportunities to leverage programming expertise in a dynamic development role.

## TOOLS & TECHNOLOGIES

### Programming & Development

- C / C++
- Shell/ Bash
- Docker
- Git
- HTML/CSS
- TypeScript
- React
- Python

## SKILLS

- Teamwork
- Adaptability
- Proactivity
- Problem-solving
- Rigor
- Project Management
- Time Management
- Attention to detail

## LANGUAGES

- Portuguese (Fluent)
- English (Advanced)



## MAIN PROJECTS

### Hackathon CaetanoBus - HR Tool

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



### 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.



### ft\_transcendence - 42 Common Core

Designed and implemented the frontend of a multiplayer Pong game platform using HTML, TypeScript, and Tailwind CSS, focusing on responsiveness, modern UI components, and an intuitive user experience.



## EDUCATION

### Furniture Technical Drawing and Wooden Constructions

2019 - 2021

CFPIMM - Professional Training Center for Wood and Furniture

### Software Development

2024 - 2025

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



## WORK EXPERIENCE

2021 - 2024

### WUDA - Bespoke furniture and Interiors

Furniture Technical Designer

- Created precise technical drawings for custom furniture, ensuring design compliance.
- Managed multiple projects with a focus on quality control and client standards.
- Collaborated with coworkers to identify issues and ensure high-quality outcomes.