

Marco Medeiros

Dublin - Ireland

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Experience

Software Engineer - *Berkley Group, Ireland (Remote) - Contractor*

06/2022 - Present

Responsible for design and development of UI components, pages and games using web technologies (React JS). Translated users' and stakeholder's requirements and needs into features. As the sole designer and developer in the project, led it to two successful funding rounds.

Technical Product Support Specialist - *Accenture, Ireland (Remote)*

11/2021 - 06/2022

Managed partner support, addressing uploads, channel management, monetization, and analytics issues and requests. Educated users on supported devices and product updates, identified technical issues, and escalated them appropriately while maintaining high satisfaction levels.

Quality Assurance Tester - *Keywords Studios, Dublin*

05/2019 - 06/2021

Led language implementation, UI, usability, and compliance testing for video games, identifying and recording bugs while suggesting fixes. Leveraged Confluence, Jira, Agile methodologies, and internal tools for effective bug reporting and tracking.

Education

Certificate in UX Design - UX Design Institute (2023 - 2024)

Degree in Web Applications Development - Technological University Dublin (2019 - 2020)

Technologies and Skills

HTML, CSS, JavaScript, React JS, Figma, Git, Gatsby JS, Phaser, JQuery, GraphQL, Material UI, Jira, Confluence and others.

Fluent English, fluent Portuguese, conversational Spanish.

Developer Portfolio *(click project name to view live demo)*

[TecKno](#) - EdTech platform built with React JS, Gatsby, Material UI, Phaser and others.

[Todo List](#) - Built with React JS, Styled Components and Polished, TypeScript.

[Github Explorer](#) - Built with React JS, Styled Components, TypeScript, and using Axios to consume the Github API.