

Martim Lima

JUNIOR SOFTWARE DEVELOPER @ ARMIS GROUP

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Education

2020 Angular Course – The Complete Guide (2020 Edition)

Udemy 2020

Spring & Hibernate for Beginners Course

Udemy 2019

Immersive FullStack Programming Bootcamp

<Academia de Código_> 2019 – 2019

A 14-Week Intensive && Immersive FullStack Programming Bootcamp

// Programming in Java

Introduction to Computer Science and Programming

Version Control Systems

Java Programming Language

Object-Oriented Programming

// Advanced Concepts and Tools

Documentation and Code Conventions

Network Programming

Concurrent Programming

Software Engineering

Build Systems

Testing

Debugging

// Databases, Frameworks and Web Development

Relational Database Management Systems

Java Database Connectivity

Java Persistence

Spring Framework

Java Web Programming

// JavaScript

JS Fundamentals

Frontend Web Development

jQuery Library

Post-Graduation Archeology

Universidade do Minho 2015 – 2016

- research seminar I
- research seminar II
- research seminar III
- Archaeological and Architectural Heritage
- Research and Project Methodology in Archeology
- Practical Work
- Geographic Information Systems
- Archaeological Heritage Law

Bachelor of Archeology History

Universidade de Braga 2012 – 2016

- Prehistory
- Ancient Civilizations
- Greek Civilization
- Introduction to Archeology
- Introduction to IT

Experience

Junior Java Fullstack Developer Armis Group

09/2019 – Current Porto

Electronic Test Technician – Assembly, Testing, Quality Assurance Uartronica

Oct 2017 – Jul 2018 Aveiro Area, Portugal

- Assembly of medium to big sized Printed Circuit Boards and testing of the same pcb's
- Troubleshoot electronic boards/systems from schematics
- Knowledge of analog / digital electronic components to support troubleshooting
- Proficient with test equipment such as oscilloscopes, multi-meters, etc.
- Ability to understand test procedures of varying complexity
- Computer skills sufficient to use email, Microsoft Office, and follow/edit test procedures
- Ability to communicate both internally and with customers involving technical issues

Archeological Dig Universidade do Minho

Aug 2016 Viana do Castelo

- Relate specific complex information in the research area being worked on;
- Analyze and discuss experimental and / or numerical data;
- Demonstrate capabilities to analyze and critically evaluate information;
- Communicate with clarity, rigor and synthesis capacity the results of the research carried out;
- Write the text that embodies the Dissertation / Project / Internship Report;

Archeological Dig Universidade do Minho

Aug 2014 Braga Area, Portugal

- Evaluate and critically apply the knowledge and tools necessary to carry out fieldwork;
- Perform with autonomy different tasks that are part of the archaeological process;
- Identify different types of archaeological materials and know how to classify them and date them;
- Organize and lead work teams and distribute tasks;
- Make thoughtful decisions regarding the interpretation of the results and the development of the work;
- Develop a sense of discipline and organization and a correct posture regarding the accomplishment of the tasks;
- Have a sense of responsibility and commitment to knowledge and to archaeological activity.

Archeological Dig Universidade do Minho

Aug 2013 Mogadouro, Portugal

- Recognize the indispensable instruments for the accomplishment of a field work in archeology;
- Perform the different tasks that are part of the archaeological process of exploration, excavation and decal of rock engravings;
- To autonomously establish a topographic support system, to dig, identify, describe and record different sedimentary

- Introduction to I.I.

- Pre and Proto History
- Roman Civilization
- Classical Art
- Portuguese Medieval Age I/II
- Pre and Proto History of the Iberian Peninsula
- Classical Archeology
- Medieval Art
- Methods and Technics in Archeology
- Medieval Archeology, Archeological Materials
- Physical Anthropology
- Practical internship I/II/III

Projects

LeaveApp Project Internal

Dec 2019 - Feb 2020

This project was developed in-house by Armis and had the objective to create a webservice to facilitate the booking of leave or sick days by the employees.

This was an internal project with the objective of developing a webservice in which the employees of the company could book leave or sick days. This project had a couple key requirements. The login module of the project should log the user through Armis Active Directory, if the user was already log it should recognize the user and bypass the login and if the user hadn't logging yet it should present the Microsoft login page so the user could log in the internal network. The application should be capable of handling default approval flows, according to the internal structure of Armis and custom approval flows to account for fringe cases. This web service should also be integrated with the internal network of Armis.

The backend of this project was developed in Java 8, using the Spring Framework. According to the necessities of the project we also had to use the Spring Security, Spring Data and Spring LDAP modules. The backend of the project was divided into two modules, one which was responsible for getting and serving the data to the frontend and the authentication module that was responsible with authenticating the user.

For the persistence of data initially we used an Oracle database, but again, due to the necessity of integrating this service into the internal network of the company, we had to switch to Microsoft SQL Server.

The frontend was developed in Angular 7.

Technologies: Java8, Java Swin, Spring Framework, Spring Security, Spring Data, Spring Ldap, Oracle Database, Microsoft SQL Server, Angular, Maven, Hibernate, Tomcat, JPA, Spring MVC, HTML 5, CSS 3, Eclipse

Scatex Project

current

This project is being developed for Efacec with the collaboration of their team for the purpose of developing an application that manage and maintain all the equipment that Efacec develops and sells to their clients. This application also has the capability of generating a number

contexts and structures and proceed with its photographic registration;

- Identify the different types of archaeological material and recognize how it should be packaged for laboratory use;
- Master the washing, cleaning and marking procedures of the different types of materials, in order to know how to prepare their inventories and to process them until they can be studied;
- Apply the different methodologies of decal and technical and morphological description of recorded motifs;
- Organize the sequence of the works of inventorying, excavation, decal of rock engravings and registration;
- Deepen teamwork skills;
- Value the field work in archeology as a complex process, considering it as a task of great responsibility, which requires, besides knowledge, good posture, motivation, interest and strong team spirit.

Archeological Dig Universidade do Minho

Aug 2012 Viana do Castelo

- Recognize the crucial instruments and methodologies needed for a archeological excavation
- Execute the different tasks inherent to a archeological dig, prospection and analysis and preservation of Pre-Historic art;
- Identify the different types of archeological materials and the way they should be treated;
- Master the steps of cleaning, marking and inventory of different kinds of objects;
- Understand the importance of field work as a complex process that requires a high degree of responsibility, besides requiring a high degree of knowledge, good posture, interest for the field and a strong team-spirit energy.

Languages

English Professional working

Portuguese Native or bilingual

Spanish Professional working

Skills

Design Patters



Scrum



Web Development



Java



JavaScript



Hibernate



Spring MVC



MySQL



Maven



Spring Framework



of reports and aggregating the data collected from the equipment into forms for the client.

Technologies: Java 8 and java Swing

TeachIN' - Dynamic Attitude

Aug 2019

// The Idea

The project began with a challenge: During a 24h Hackaton, develop a product inspired by a song, "Leave me alone" by NF. This amazing rap brought to us concepts like mental health, expression and dealing with expectations. How to succeed in a group while being different? How do I deal with others that are different from me? We decided to create a web application that serves as a repository of group dynamics especially created to promote the development of social skills in educational or work contexts.

// The Development

We started to allocate a scrum sprint to brainstorm the idea and the SCRUM sprints planning. Afterwards we received the main hackathon's theme and started to work on the first sprint by brainstorming ideas to decide what we would do. We started to split stories amongst the members of the group to start working on the development. Git, and basic skeleton project were created, and then we organized the team into a front and back end development, and content creation composition. We created the basic JSON data concept that we used through the project in order to have both teams work according to the same JSON composition, this decision was made to facilitate the merge between front and back end development. The backend team started to work on creating the REST API to feed JSON's to the frontend team, and the frontend team started creating the bootstrap HTML+CSS pages with Javascript to feed on the REST API. When all sprint stories were completed, we regrouped and discussed the next sprint and stories with the feedback of the previous ones, adjusting the timetable and next sprints accordingly. During the last sprint we focused the entire team on stories critical to the MVP in order to meet the deadline with a working project. By the end of the deadline we had a working, functional MVP project.

//Tech & Methodologies Agile, SCRUM, REST, Maven, JPA, Spring MVC, Java, Hibernate, Javascript, JQuery, Ajax, HTML 5, CSS 3.

Black Jack

<https://github.com/dkn157/Black-AC-Jack-Game>

Jul 2019

//The idea

The objective was to develop a multiplayer game in 48h, which made use of Promp-view library, that could be accessed through Netcat and could be played using only the Terminal. The challenge of the project was properly synchronizing the Threads.

// The development

Once the group decided the type of game we wanted to develop, the first step was organizing all possible classes and methods, structuring the project skeleton. With everything organized, we moved into game logic implementation, and after that the Threads synchronization issue was addressed.

jQuery



Git



jUnit



TomCat



Model-View-Controller Architecture (MVC) See 1 endorsement for Model-View-Controller Architecture (MVC)



Representational State Transfer (REST) See 1 endorsement for Representational State Transfer (REST)



Critical observation



Critical thinking



Desire to learn



Resourcefulness



// My role

In the development of this game i was involved in the conception of the game's idea and the work flow plan. I worked mostly in the backend of the game and a bit in the user interface and graphics.// Tech && MethodologiesJava, MacOS, IntelliJ, Netcat, Git, Agile

Code Bytes Game

<https://github.com/dkn157/Code-Bytes-Game>

Jun 2019

A one-week group project developed after classes in our "spare-time" in the first month of Bootcamp.

// The idea

Our idea was to make a simple game where several items run down the screen and the player has to catch them. Each item had different types of rewards/damage. The game ends when the player has no more lives left.

// The Development

With a brainstorming, we decided what we were going to do and we set priorities. Each one of us was responsible for different classes. We divided the group in backend and frontend teams. We used Simple Gfx library to work on the graphic interface. This project was developed in Java 8. We used Photoshop to prepare all the images used and Microsoft PowerPoint to prepare the presentation.

// My Role

I took part on the game idea conception and the outlining of workflow. I was co-responsible for the backend and it's integration with the graphical/user-interface. I was involved in the game presentation also.// Tech && MethodologiesJava, SimpleGfx, IntelliJ, Mac OS, Windows, Ant, Photoshop, Microsoft PowerPoint.



MARTIM LIMA

< Junior Fullstack Developer >

PERSONAL PROFILE

Once an aspiring archeologist who loved digging for archeological remains and now I'm trying to apply what I learned from archeology in my new found passion, Coding. I'm very calm and relaxed, I'm focused, and I can handle stress well. I'm also a very curious person, avid for knowledge. I find fundamental to try to better myself daily by continually learning new things. Learning Programming was a big personal challenge that is leading me to be a top tier Software Developer. The one you are looking for. So if you ever need someone to pick up that dusty code you have and dig the bugs out of it, you know who to call.

SKILLS

- Java Programming Language
- Object Oriented Programming
- Network Programming
- Relational Database Management Systems
- Java Persistence
- Spring Framework
- Java Web Programming
- Critical Thinking
- Desire to Learn
- Resourcefulness

CONTACT ME

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Linkedin: linkedin.com/in/martimdlima

Github: <https://github.com/mdLima0>

Gitlab: <https://gitlab.com/mdLima0>

EMPLOYMENT HISTORY

Junior Java Fullstack Developer

Armis Group - 09/19 - Present

Electronic Test Technician - Assembly, Testing, Quality Assurance

Uartrónica (2017 - 2018)

Archeological Dig - Universidade do Minho

Viana do Castelo - August 2016

Archeological Dig - Universidade do Minho

Braga - August 2015

Archeological Dig - Universidade do Minho

Mogadouro - August 2014

Archeological Dig - Universidade do Minho

Viana do Castelo - August 2013

ACADEMIC BACKGROUND

<Academia de Código>

<Code Cadet>

A 14-Week Intensive & Immersive FullStack Programming Bootcamp

Masters in Archeology (Incomplete)

*Instituto de Ciências Sociais da Universidade do Minho
2016/2017*

Degree in Archeology

*Instituto de Ciências Sociais da Universidade do Minho
2012/2016*

LANGUAGES

Portuguese - Native proficiency
English - Professional working proficiency
Spanish - Professional working proficiency
French - Elementary proficiency

MAIN INTERESTS

- Music
- Cinema
- Photography
- History and Archeology
- Philosophy
- Science Fiction