Martim Lima

JUNIOR SOFTWARE DEVELOPER

Education

MERN Stack - The Complete Guide I.T.

Udemy November 2020 - December 2020
Build fullstack React.js applications with Node.js, Express.js & MongoDB (MERN)

MongoDB - The Complete Guide I.T.

Udemy October 2020 - November 2020 Master MongoDB Development for Web & Mobile Apps. CRUD Operations, Indexes, Aggregation Framework - All about MongoDB!.

Node.js - The Complete Guide I.T.

Udemy September - November 2020 Complete guide about Node JS & Deno.js, build REST APIs with Node.js, GraphQL APIs, add Authentication, use MongoDB, SQL & much more.

2020 Angular Course – The Complete Guide (2020 Edition)

Udemy 2020

Master Angular 10 (formerly 'Angular 2') and build awesome, reactive web apps with the successor of Angular.js.

Spring & Hibernate for Beginners Course

Udemy 2019

Spring 5: Learn Spring 5 Core, AOP, Spring MVC, Spring Security, Spring REST, Spring Boot 2, Thymeleaf, JPA & Hibernate

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

Experience

Junior Java Fullstack Developer SPMS

November 2020 December 2020 Prescrição Electrónica Médica (PEM) | Electronic Medical Prescription - Full Stack Developer

PEM - Medical Electronic Prescription - is the computer application developed by Serviços Partilhados do Ministério da Saúde (SPMS) for Electronic Prescription of Medicines (MED), Respiratory Care at Home (CRD), Medical Devices (DM) and Complementary Means of Diagnosis and Therapy (MCDT).

Technologies: JavaScript, Java, JQuery, Hibernate, Weblogic Server, Ajax, HTML, CSS, JSP, Liferay, SQL / Oracle;

Junior Java Fullstack Developer Armis Group

09/2019 - Current Porto

Scatex Project - Backend Developer

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

Technologies: Java 8, Java Swing, XML, SVN

LeaveApp Project - FullStack Developer

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.

Technologies: Angular 6/7, Spring Framework, Spring Data, Spring Security, JPA, Typescript, Web API 2.0, SQL Server 2012, Oracle SQL, Postman, batch scripting, Azure AD, Hibernate, Maven, Tomcat, HTML, CSS, REST, Model View Controller Architecture (MVC)

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

Frontend Web Development ¡Query 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 I.T.
- 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

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

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

Languages

English Professional working

Portuguese Native or bilingual

Spanish Professional working

Skills

| Java | •••••• |
|------------------------------|--------|
| JavaScript | •••••• |
| Spring Framework | •••••• |
| Node.js | ••••• |
| Maven | ••••• |
| jQuery | •••••• |
| Web Development | •••••• |
| Design Patters | •••••• |
| MVC Architecture | •••••• |
| REST | |
| Git | •••••• |
| Non-Relational Da tabases | ••••• |
| Hibernate | ••••• |
| Relational Databa ses | ••••• |
| TomCat | •••••• |
| jUnit | ••••• |
| Critical thinking | |
| Scrum | ••••• |
| Desire to learn | •••••• |
| Resourcefulness | |
| Critical observatio n | •••••• |

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 && MethodologiesAgile, 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.

// My role

In the development of this game i was involved in the conception of the game's ideia 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 theplayer 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 backendand 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 Power Point to prepare the presentation.

// My Role

I took part on the game ideia 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. |
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