

Martim Lima

JUNIOR SOFTWARE DEVELOPER

martim.d.lima@protonmail.com

915552081

[linkedin.com/in/martimdlima](https://www.linkedin.com/in/martimdlima)

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 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.

// 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 && Methodologies Java, 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 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.

