MAYCON ASSIS

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Software Developer

Summary

After stumbling upon a programming paper during my engineering degree, I was immediately drawn to the world of software engineering. Fully immersing myself in the art of building software, I have constantly honed my problem-solving and algorithmic thinking skills. Collaborating with others to tackle new challenges and expand my knowledge is what truly excites and motivates me. When I'm not at my keyboard, you can find me jamming away on my guitar, as music is an undying passion that is an inseparable part of who I am.

Experience

January 2023 -April 2023 Apprentice Software Development Bootcamp

Dev Academy Aotearoa

- I completed a 17-week full-immersion software development bootcamp designed to mimic a
 real-life development team. The course focused on teaching us a modern web development
 stack, utilizing technologies such as HTML5, CSS3, JavaScript, React, Redux, Knex, SQLite3,
 Node.js, and Express.js. Throughout the program, we learned by doing and explored a
 variety of topics, which include unit testing, asynchronous programming techniques,
 RESTful APIs, and GitHub.
- The program places a strong emphasis on adopting the correct approach and utilizing effective and repeatable **problem-solving techniques** to enhance outcomes, facilitate **learning**, and streamline **debugging processes**.
- Collaborative work was a fundamental aspect of the program, as I engaged in weekly pair-programming sessions and designated group project days. These opportunities allowed me to leverage agile methodologies and improve my communication, teamwork, and interpersonal skills.
- For my final project, I collaborated with a team of five to develop SIP, a task manager app that gamified the concept of self-improvement. SIP enabled users to track their progress in various aspects of their lives by keeping a record of their goals and milestones. The app also provided users with accurate time representations and intuitive charts to help them better visualize their progress. Ultimately, SIP aimed to make the process of self-improvement more engaging and manageable for its users.
- As the Product Owner, I proposed the original concept of creating an application that
 promotes self-improvement, which is something I value and actively pursue on a daily basis.
 My primary focus was on the backend development of the application, where I collaborated
 with one team member to set up and maintain the database, API, and server-side routes.
 These components enabled the client to request, send, update, and delete information from
 the server. I also contributed to the frontend development of the application, specifically on
 features such as the charts and live countdown timer. Overall, the experience of applying our
 acquired skills and working in a team environment was highly enjoyable for me.
- You can view the project repository here: SIP

Suppremo Hospitality Solutions · Part-time

I primarily worked as a waiter and bartender for private events. My responsibilities included taking orders, serving food and drinks, preparing beverages, and maintaining organization.

Mar 2018 - Nov 2018

Waiter

Cornwall Park Cafe · Part-time

I mainly worked as FOH, taking and delivering food and coffee orders. I also handled customer transactions and operated the till when required.

Education

January 2023 -

Certificate in Applied Software Development

April 2023

Dev Academy Aotearoa

January 2021 -December 2022 Bachelor of Engineering (Honours)

Auckland University of Technology

- Completed 2/4 years and left to pursue Software Development.
 Picked up some analytical thinking and problem-solving skills.
- February 2020 -

Certificate in Study and Career Preparation Level 3 Welding

July 2020

NZ Welding School

January 2018 -December 2018 NCEA level 3

Auckland Grammar School

- Calculus
- Physics
- Chemistry
- Spanish
- Music

Languages

English

Portuguese

Native or bilingual proficiency

Native or bilingual proficiency

REFERENCES

Available Upon Request