

André Brasil

+44 7761 751540 | andremiguebrasil@gmail.com | <https://andreb.site>

Skills

Languages: Go, .NET/C#, Java, Python, JS, TS, SQL, PowerShell, Bash

Frameworks and Libraries: Dapper, Node.js, ASP.NET, Angular, LINQ

Tools: Linux, Docker, Git, NUnit, XUnit, Specflow, Jira, DevOps (CI/CD), Azure Cloud Services, SonarCloud, JWT

Work experience

Software Engineer | Quilter Plc. (July 2022 to present)

- Designed and implemented **Azure Function Apps** for third-party software integration
- Implemented **CI/CD** pipelines using **Azure DevOps** for incremental deployments and automated testing
- Created an **Angular** web application, using **TypeScript**, for **Apigee** log monitoring
- Developed a python application for automating reports on version controlled projects and their SonarCloud statistics, using a pipeline oriented architecture with the help of **functools** library

Software Engineer | Pear Technology Ltd. (October 2020 to July 2022)

- Maintained and added new features to the in-house mapping software built with **WinForms**
- Migrated the source code to work with a major library version upgrade that allowed for considerably faster map rendering times, allowing for an overall improvement in user experience
- Reduced time by **95.8%** on application start-up by implementing a multi-threaded solution for project loading
- Experienced both **TFVC** and **Git** by helping the team migrating the code base to a Git repository in **Azure DevOps**

Software Engineer | Taffarello Spa. (August 2019 to July 2020)

- Helped with the development of a new custom **Java ERP** application, designed for producing quotes on hand-made shopping bags
- Acquired working knowledge of enterprise **Java** applications and **JSF**

Projects

CHIP-8 Emulator

<https://github.com/oliveira-a/chip8>

- Developed an emulator, as a personal project, in **C++**, to run CHIP-8 games
- Used **SDL2** for the graphic interface

Education

Bachelors of Science | Solent University (2020)

Awarded a degree in *Software Engineering* with **2:1**.