

# André Brasil

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## Skills

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

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

**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 respective SonarCloud statistics, using a pipeline oriented architecture with the help of **func tools** 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** web application, designed for producing quotes on hand-made shopping bags
- Acquired working knowledge of enterprise **Java** applications and **JSF**

### Web Developer Intern | Klekoo (June 2019 to August 2019)

- Helped with front-end development of an e-commerce and marketing websites using HTML, CSS and JavaScript
- Worked with **Less** and **SASS** for compiling **CSS**, as well as **Bootstrap**

## 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

### ThinKarbon

- Developed an Android application, as my degree's final major project, that tracks user's individual **CO2 emissions**
- Designed the application using the **decorator** pattern to allow extensibility for new emission causing activities that involve different calculating formulas, such as eating at restaurant or taking public transport
- Applied gamification with the purpose of nudging the user towards an environmental friendly behaviour, by introducing a score system

## Education

### Bachelors of Science | Solent University (2020)

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