



Patrick Motta Aragão Pissurno

Software Developer

Single - 18 years old (10/31/1998)

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Portfolio: <https://patrickpissurno.com.br/portfolio>

QUALIFICATION SUMMARY

- Git source control;
- Experienced with multiple programming languages (C#, Java, Javascript, PHP, HTML5, Python);
- Node.JS (Express.js, SHA-256, RESTful APIs, Facebook API, MySQL, Token Authentication, HTTPS);
- Android (Material Design, AdMob, Push notifications, REST APIs, JSON, Google Maps, IAP billing);
- Relational normalized databases (MySQL);
- Cloud computing (Linux servers setup & deploy, with NGINX as reverse proxy, MySQL, Node.JS and TLS 1.2);
- Agile workflow (SCRUM, SOLID, Trello);
- SMTP servers and transactional emails (account verification, password recovery etc.);
- Regular expressions (Regex);
- Crossplatform game development (Unity Engine: Android/iOS/PC);
- Experienced with Windows, Linux and OSX;
- Teamwork;
- Determination;
- Easy learning;

EDUCATION

- Full-time Software Development vocational-technical school – Colégio Estadual José Leite Lopes (NAVE Rio) – 2016

LANGUAGES

- Fluent english, Instituto Brasil-Estados Unidos (Ibeu) – from 2010 to 2017

WORK EXPERIENCE

- Freelance, as the only developer, to an Startup about searching jobs. Developed a **RESTful** API in **Node.js** (Express.js) with token-based authentication system, **SHA-256** encryption, **Facebook Login** (with backend token validation, via Graph API) and alternative email sign up with **data validation**. The database was **MySQL**, which I developed also, uses a connection pool to scale with ease. **Push notification** system was also implemented with Firebase Cloud Messaging and **transactional emails** for sign up verification. The **Android** app, that I also developed, featured **Google Maps**, Facebook Login, **data validation**, push notifications and **Google Analytics**. The interface followed the Material Design guidelines. It was backward compatible (OS < 4.4) and had lots of custom views. Also, I developed a **tool for management and administration** of the app. The whole project was developed with **Git** source control.

LATEST PROJECTS

- **Slide Remote**. An Android app that works as a **universal remote control** to slideshow presentations. Its greatest feature is that it works behind proxies and even in different networks

(eg. carrier network and Wi-Fi). It's available on Google Play and was downloaded about 10k times. The computer app was developed in **WinForms** (C#), the database was **MySQL** and the relay server was **PHP**. Features: **QR Code** to pair the devices; works with most slideshow platforms. The whole project was developed with **Git** source control.