

Patrick Motta Aragão Pissurno

Software Developer

Single - 18 years old (10/31/1998) Phone: +55 21 98121 5141

Email: contato@patrickpissurno.com.br

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, Token Authentication, HTTPS);
- Android (Material Design, AdMob, Push notifications, REST APIs, JSON, Google Maps, IAP billing);
- Relational normalized databases (MySQL);
- MongoDB
- 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) – 2014 to 2016
- Bachelor of Computer Science Universidade Federal Fluminense (UFF) 2017 to 2021 (estimate)

LANGUAGES

• Fluent english, Instituto Brasil-Estados Unidos (Ibeu) – 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 system was a mix of MySQL (which uses a connection pool to scale with ease) and MongoDB. The schemas were also developed by me. 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.</p>

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.