Pedro Minutentag

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Summary

Hand-on architect. I can act both designing applications and also working close to the squads, developing, leading and helping achieve good software development practices.

Focus on delivering the solution which bring more value to the client in a way that can be done incrementally, but also focusing on the longevity of the system.

Believe in diverse teams and enjoy participating in team building processes, ranging from hiring and knowledge transfer activities.

Links

https://github.com/pedroaz/

https://www.linkedin.com/in/pedro-azevedo-627ab8b2/

Experience

Application Architect

Capgemini   01/2021 - Present

Currently working on a restaurant transformation project. Acting as an application architect and as a SME.

Half of my work is designing the new architecture components with architecture from both Capgemini and the client.

The other half is working closely with the squads, solutioning and doing a lot of hands-on work.

Also really enjoy working closely with the platform team, designing non-functional components and working on devops related tasks.

My two biggest contributions to the project are: bring good software development standards and always design with the best stack in mind for the current scenario. And also making it so we are able to integrate with the current system so the value can be delivered incrementally.

Software Developer

Capgemini   04/2019 - 12/2020

Worked both on the Market Adoption team, giving support and developing applications using C# / C++ and Java.

Later moved to the architecture team where I worked on a deployment system, using .NET core, azure functions, hosted on azure cloud service.

Jr. Software Developer

Jive Investments   01/2019 - 04/2019

Worked in an asset management firm, creating data mining process with Python and managing a SQL Server database. Introduced software development processes and helped design a cloud based architecture using AWS.

Game Developer

Bridge Games   07/2018 - 12/2018

Worked in a small startup developing games using Unity3D. Worked close to the users and
wrote several C# tools to help the project developement..

Internship Program

B3   01/2016 - 07/2017

Worked in the department of credit analysis alongside statisticians and economists
developing software for data analysis. Created systems using R and Shiny.

Skills

- C#
- Team Leader
- ASP.NET
- Web Development
- Angular

- Cloud Computing
- Software Development
- Web Services
- Domain Driven Design
- C++

Education

Information System

USP   12/2018

Physics (interrupted)

USP

Languages

- English
- Portuguese

- Spanish