

## Summary

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

Focus on delivering a solution which brings 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 to 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 work together 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. In a way 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 development..

## 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