

DANIEL AMADO

Fullstack Developer



I'm a software engineer with experience designing architecture, building websites and making simple games

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<https://danielamado.dev/> 🔗

www.linkedin.com/in/daniel-s-amado in

Portuguese; Currently in Barcelona 📍

EXPERIENCE

nov 2021 - sep 2022

Fullstack Developer - Precycle Today

- // Building a website with NextJS + React + Tailwind + Typescript + Markdown
- // Creating APIs with DB PlanetScale + Prisma + Redis + Serverless functions
- // Embedded widget/banner
- // CI/CD with github actions
- // Creating a Shopify plugin/app with NextJS
- // Code testing with Jest
- // Monorepo structure

apr 2021 - jul 2021

Frontend Developer - Chessable

- // Building a Design System in Clutch with styled-components.
- // Improving the look and feel of some pages on a React Project

jun 2020 - jan 2021

Sigma Mobile

- // Mobile application made with React Native, Redux and UI Kitten 5.0
- // Integrates with Sigma through a REST API (Integrated Car Maintenance Management System) to register licence plates and take photos as evidences

sep 2020 - jan 2021

Software Developer - MiniClip

- // Creation of promotions for several games.
- // Analysing requirements, configuring sheets and sheets and developing promotions with an internal tool.
- // Usage of git for version control.
- // Team communication managed with agile methodologies.

jan 2018 - sep 2020

Software Developer - Xpand IT

- // Working on a migration project for Credibom.
- // Analysing and developing middleware services in WSO2 integrator, and writing documentation.
- // Created a web page to consult information to help with the analysis of the services.

MAIN SKILLS

programming languages

Javascript
Typescript
Python
GDScript

SQL
Xpath

tools

Git
WSO2
Godot
React
React Native
D3JS
Clutch
Postman
Notion

CERTIFICATIONS

WSO2 Certified API Manager Developer

WSO2 Certified Enterprise
Integrator 6 Developer - ESB Profile

The Complete Web Developer in 2021:
Zero to Mastery

AWARDS

1st Place in PizzaNight Windows Phone
Games Competition, Microsoft
Portugal, April 2014

Academic Merit Board 2015/2016
Instituto Superior Técnico

jun 2017 - dec 2019

Board Games Promoter - Morapiaf

- // Selling board games at events.
- // Customer service and stock management.
- // Promoting the board games at schools; presentation of the games rules and goals to children and helping them through the game play.

PERSONAL SKILLS

- // Critical Thinker
- // Cooperative
- // Patient
- // Problem Solver
- // Fast Learner
- // Curious
- // Desire to learn
- // Team Worker
- // Flexible
- // Troubleshooting

PERSONAL PROJECTS

jun 2018 - jul present

Tower Swipe

A small casual game for mobile (android) made in the engine Godot. It has a simple concept but challenged me to make several design choices.

LANGUAGES

PORTUGUESE
native

ENGLISH
professional working proficiency

EDUCATION

2015

Instituto Superior Técnico

MSc in Information on Systems and Computer Engineering

// Expertise - Distributed Systems and Games

// Worth mentioning projects:

Secure Calendar;

File Server (with integrity guarantees, smart card based authentication and intrusion-tolerant replication);

Publisher-Subscriber Distributed System;

OpenGL Engine or 1v1

// Tank War game:

Development of the game overall;

Distributed mobile application;

InfoVis about World Trades;

Agents with emotions on scubadiving

// Master's Thesis:

Development of software to support the co-creative processes of placing monsters and items in level design

2012 - 2015

Instituto Superior Técnico

BSc in Information on Systems and Computer Engineering

// Worth mentioning projects:

Frogger Game;

Key-Value Store (synchronized);

Spreadsheet;

Bidding System in a PHP site with database access;

Fill-a-pix puzzle solver

HOBBIES

