ALEX GUERREIRO

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Software Engineer with experience in full-stack development and development product cycle from conception to completion.

PROFESSIONAL EXPERIENCE

CGI Group, Lisbon, Portugal   2017 – 2018
Full-stack Software Engineer
- Developed and maintained front-end systems utilizing Angular which led to improved user experience and satisfaction.
- Developed and maintained back-end systems utilizing Spring resulting in an increase of the overall efficiency on development.
- Collaborated with team in refactoring and restructuring code strategically, which resulted in achieving the client bonus quality target determined by a specialized third-party entity who performed regular code audits.
- Resolved merge conflicts with Subversion on a daily basis.
- Wrote and documented 100+ unit and e2e tests.
- Updated poorly documented legacy code, partially by utilizing reverse engineering.

Freelance   2017 – 2021
Event and Workshop Organizer/Presenter
- Organized materials, tasks and responsibilities across different departments, resulting in a more efficient workflow and an increase in productivity.
- Created and maintained 20+ quality presentations regarding many software tools and skills for varied target audiences in tech niches.
- Communicated efficiently with guests and users of different skill levels solving issues and clarifying inquiries, leading to increased client satisfaction.

EDUCATION

ISCTE-IUL**,** Lisbon, Portugal   2019
Postgraduate in Computer Engineering – Interactive Applications Branch
- Awards: ISTA Top Talent award (only 10 awarded to alumni in Computer Engineering).
- Published author at conference with a paper on procedural generation.

ISCTE-IUL**,** Lisbon, Portugal   2017
Bachelor of Science in Computer Engineering

SKILLS & OTHER

Skills: CSS, Javascript and Typescript, Python, HTML and XML, C#, C++, Java, SQL, React, Angular, Django, Scrum Methodology, Database management software, Software Development Life Cycle, Git, JIRA, Unity, Unreal Engine, Blender.
Projects: **TicTacToe**- Created a TicTacToe game in React; **To-do List** – Created a To-do list application in Angular; **MinesweeP** – Built a minesweeper clone entirely in python with custom board options and sound; **FirstAidVR** – Created a VR first aid training experience in Unity; **RayTraceXP** – Extended features of a barebones Raytracing engine using C++ and OpenGL.