



## André Cerqueira

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**Gender**: Male **Date of birth**: 26/07/2001 **Nationality**: Portuguese

### ABOUT ME

Creative and dedicated software developer with experience in game development, as well as developing apps and websites for production control and management for companies.

### WORK EXPERIENCE

[ 31/05/2018 – 30/06/2018 ]

#### Game Developer

##### *Internship in Casa do Conhecimento*

**City**: Braga | **Country**: Portugal

Acting as developer and programmer of a game with motion sensor technology using a camera and a green glove.

[ 31/05/2019 – 30/06/2019 ]

#### Computer Repair Technician

##### *Internship in RepairIT*

**City**: Cork | **Country**: Ireland

I fixed several computers and consoles. I was also responsible for organizing components and peripherals in good condition.

[ 07/02/2022 – 20/07/2022 ]

#### Software developer

##### *Internship in ITTEK Premium*

**City**: Barcelos | **Country**: Portugal

During my time at a stamping company, I developed a variety of applications for different purposes and modules. Specifically, I worked with Android Studio and Kotlin to create an application for the Production Module, as well as an application to supervise production. In addition, I developed a back-office using Flutter to support the other modules.

[ 20/07/2022 – 09/05/2023 ]

#### Software developer

##### *Fulltime in ITTEK Premium*

**City**: Barcelos | **Country**: Portugal

I have had experience working for two different companies. At the textile company, I developed a back-office system using HTML, CSS, and Javascript. Additionally, I created an API using .NET Core to assist in production management. At the glass production company, I created a Windows Forms application using Telerik with .NET Core, and managed the database using SQL Server.

### EDUCATION AND TRAINING

[ 12/09/2017 – 30/06/2020 ]

#### Computer Systems Programming

## **ESVV**

**City:** Braga | **Country:** Portugal |

[ 31/08/2020 – 20/07/2022 ]

## **Mobile App Developer**

### **IPCA**

**City:** Guimarães | **Country:** Portugal |

[ 03/10/2021 – 31/10/2021 ]

## **Game Developer**

### **IPCA & FHV**

**City:** Dornbirn | **Country:** Austria |

[ 11/09/2022 – Current ]

## **Engineering and Development of Digital Games**

### **IPCA**

**City:** Barcelos | **Country:** Portugal |

## **HOBBIES AND INTERESTS**

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### **Scouts (CNE)**

In scouts I worked as secretary, material guard, team leader and I am currently treasurer.

## **LANGUAGE SKILLS**

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**Mother tongue(s):** Portuguese

**Other language(s):**

### **English**

**LISTENING B2 READING B2 WRITING B2**

**SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2**

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## **DIGITAL SKILLS**

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### **My Digital Skills**

#### **Programming Languages**

Kotlin | PHP | Python | Pascal | C | Solidity | Visual Basic | C# | Dart | HTML, JavaScript and CSS

#### **Other Technologies**

Unity | Pygame | API | Flutter | Postman | .NET Core | Telerik UI for WinForms | Visual Studio | Android Studio | Git | Processing | Firebase | Photon Unity Networking | LootLocker

#### **Others**

Relational databases | NoSQL | MySQL | UML | SQL Server | Microsoft Office

#### **Soft Skills**

Agile (Scrum) | Team Worker | Team Leader | Clean Code | Code Review