

Bruno Medeiros

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SKILLS

Languages: C#, JavaScript, SQL

Technologies & Tools: .NET Core, ASP.NET Core, Entity Framework Core, SSMS, HTML5, CSS3, Bootstrap, Tailwind CSS, Git, Azure, Postman API, Swagger API, JQuery, Node.js, Netlify, React.js

WORK EXPERIENCE

Arquiconsult, Lisbon

Fev 2022 - Present

Technical Consultant

- Worked on the migration of a legacy .NET Framework project to .NET Core 6, resulting in a 30% performance enhancement and a significant reduction in operational time.
- Responsible for implementing new features used by over 300 people.
- Reduced the workload time in 15% by implementing code that helps internal processes occur faster and smoother.
- Engineered a new billing system by leveraging the existing one. This helped the company improve its communication with clients, resulting in more efficient invoicing and better organization.
- .NET Core 6 and 7, C#, ASP.NET Core, HTML, CSS, Bootstrap, Javascript, JQuery, Azure, MVC Architecture, DDD, Repository Pattern, Unit of Work Pattern, SOLID Principles

EDUCATION

UTAD, Vila Real

Sep 2019 - Jun 2022

B.E. in Computer Science and Engineering

Relevant Coursework: C Programming, Data Structures and Algorithms, Object Oriented Programming, Operating Systems, Computer Networks, Database Systems, Computer Graphics, Linear Algebra, Calculus

PROJECT WORK

- **AntiBears Club (2023):** Developed a Web3 decentralized application (DApp) that provides exclusive access to a ecosystem built on the Polygon blockchain. Members, possessing ownership of a NFT from the club's collection, gain entry to this dynamic platform. My role in this project involved the creation of the NFT collection, collaboration with a designer for visual assets, and the development of the entire infrastructure.
- **CodingFilm (2022):** Built a Web application that works as a cinema ticket office management. The main goal of this solution is to provide a seamless and user-friendly experience for purchasing movie tickets. Additionally, with robust support for group-based permissions, CodingFilm extends its capabilities to encompass essential back-office features, catering to the needs of administrators.
- **The Unknown Adventure of Zelda (2020):** Designed a 2D game using Unity Engine and C#. This game was inspired by "Zelda" one of my all-time favourite games where players face dynamic challenges as they progress through waves of enemies.

AWARDS AND CERTIFICATES

- Design Patterns in C# and .NET on Udemy
- Complete C# Masterclass on Udemy
- ASP.NET Core: Middleware on LinkedIn Learning
- ASP.NET Core: Test-Driven Development on LinkedIn Learning
- ASP.NET Core in .NET 6: Dependency Injection on LinkedIn Learning