

Vitor Barbosa

Junior Full Stack Developer

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Executive Summary

Junior Software Developer with a Bachelor of Science in Computing in Games Development and a Bachelor of Science Honors in Software Development. Completed a Diploma in Full Stack Software Development. Proficient in C++, C#, Python, HTML, and Java. Eager to break into the tech industry as part of a dynamic development team where I can grow and contribute. Skilled in communication, leadership, and problem-solving. Experienced in web development, game development, and systems engineering, with a strong foundation in both front-end and back-end technologies.

Education

Code Institute	Apr 2023 - Apr 2024
COMPLETE-DIPLOMA IN SOFTWARE DEVELOPMENT (FULL STACK)	

Atlantic Technological University	Sept 2021 – Aug 2024
BACHELOR OF SCIENCE HONORS IN SOFTWARE DEVELOPMENT (ADD-ON)	

IT SLIGO	Sept 2019 - Aug 2021
BACHELOR OF SCIENCE IN COMPUTING IN GAMES DEVELOPMENT	

Technical Skillset

Languages: C++, C#, Python, Java, JavaScript, Kotlin HTML5, CSS3
Web Development: Django, Flask, React, jQuery, Bootstrap 5. Angular
Database Management: PostgreSQL, MongoDB, MySQL, ElephantSQL
Cloud Services: Heroku, AWS, Azure, Cloudinary
Payment Processing: Stripe API for secure online transactions
Version Control: Git, GitHub
Other Technologies: Unity, Unreal, Prolog, Unreal Blueprints.

Professional Experience

CBE	Claremorris Co. Mayo, IRE
Systems Engineer	July 2023 – Present
• Conducted real-time troubleshooting via remote access tools to diagnose hardware and software malfunctions, ensuring minimal downtime for clients.	

Under The Veil Ltd	Roscommon , IRE
Video Editor / Assistant	June 2022 – Jan 2023

- Sorted and edited wedding videos, assisted on wedding days, and designed video thumbnails.

Web Based Projects

Spark Dating App

Castlebar Co. Mayo, IRE

Technologies Used: Django, Bootstrap 5, Heroku, ElephantSQL, Cloudinary

Dec 2023 – Jan 2024

GitHub: [Spark-Dating-App](#)

Overview: Developed a fully-featured dating web application using Django. Integrated Bootstrap 5 for responsive design, Heroku for deployment, ElephantSQL for database management, and Cloudinary for image uploading and optimization. The app includes user authentication, profile creation, swiping mechanism, real-time chat functionality, and dynamic content rendering.

The Booking Service

Castlebar Co. Mayo, IRE

Technologies Used: Django, Bootstrap 5, Heroku, PostgreSQL, Stripe Payments

March 2024 – April 2024

GitHub: [The Booking Service](#)

Overview: Developed a full-stack web application, TheBookingService, to streamline the booking process for a variety of services. This platform enables efficient appointment management, facilitates secure Stripe payments, and supports comprehensive service management for providers. Incorporated Django for robust backend functionality, Bootstrap for responsive design, Heroku for deployment, and PostgreSQL for database management

Rio Business App

Castlebar Co. Mayo, IRE

Technologies Used: Kotlin, Jetpack Compose, MVVM, SQLite

Jan 2024 – Present

Webpage: [Rio Business App](#)

Overview: Developed an all-in-one solution to streamline operations and enhance customer experiences across various industries. The app offers comprehensive sales management, advanced reporting and analytics, admin control, user and staff profiles, inventory and expense management, date filtering, and secure, reliable data handling. Designed to help businesses manage their operations more efficiently and provide better service to their customers.

Game Projects

PUNCH PARTY

Sligo Co. Sligo

Technologies Used: Unreal, C++

Jun 2021 – Aug 2021

Itch: [Itch.io Link](#) **Dev Log:** [Dev Log](#)

Overview: Lead programmer for a 3D Windows boxing game with AI and character customization, resulting in over 100 downloads and positive reviews.

SPACE YARD DODGE

Castlebar Co. Mayo, IRE

Technologies Used: Unity, C#

July 2020 – Aug 2020

Itch: [Itch.io Link](#) **Play Store:** [Play Store Link](#)

Overview: Developed a 2D Android shooter game, achieving over 100 downloads on the Play Store

Interests

- Engaging with the software development community through workshops, tutorials, and forums
- Creating my own games as a hobby, constantly pushing the boundaries of my abilities