

Vitor Barbosa

Junior Full Stack Developer

vitorbarbosa1301@gmail.com | [My Site](#) | [LinkedIn Profile](#) | [GitHub Profile](#) | [Itch.io Page](#)

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 Co. Roscommon, IRE
Video Editor / Assistant June 2022 – Jan 2023

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

RIO DE JANIERO BARBERS

STORE MANAGER

Castlebar Co. Mayo, IRE

Sept 2016 – Dec 2019

- Handled customer needs, maintained store appearance and cleanliness.

Web Based Projects

Spark Dating App

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

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.

Castlebar Co. Mayo, IRE

Dec 2023 – Jan 2024

The Booking Service

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

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

Castlebar Co. Mayo, IRE

March 2024 – April 2024

Rio Business App

Technologies Used: Django, Bootstrap 5, Heroku, PostgreSQL

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.

Castlebar Co. Mayo, IRE

Jan 2024 – Present

Game Projects

PUNCH PARTY

Technologies Used: Unreal, C++

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.

Sligo Co. Sligo

Jun 2021 – Aug 2021

SPACE YARD DODGE

Technologies Used: Unity, C#

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

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

Castlebar Co. Mayo, IRE

July 2020 – Aug 2020

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