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FERNANDO BICALHO

< JUNIOR SOFTWARE DEVELOPER >







EDUCATION

Code for All



Fullstack Programming Bootcamp May/2024 - Aug/2024



BsC in Computer Science

University of Minho, Braga, Portugal 2018-2024 (Frequency)



High School

Colégio César Lattes, São Paulo, Brasil 2010-2012



ABOUT ME

I am transitioning from a career in sales and customer support to studying programming. My previous roles have honed my problem-solving and communication skills, which I now apply to my programming studies. I am passionate about coding and eager to leverage my diverse experience to pursue a career as a software developer.

2020-2024

Consumer Support Specialist @ Randstad Portugal

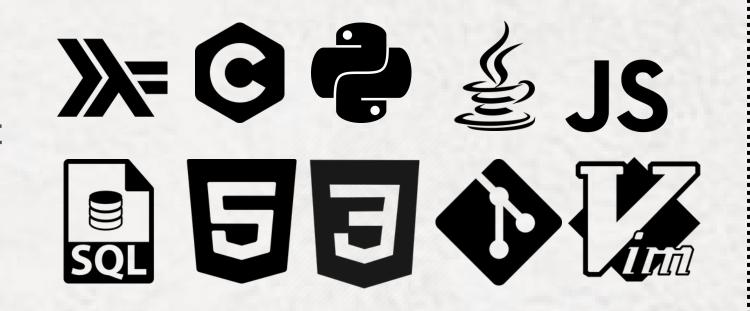
As consumer support, I provided technical assistance and resolved customer inquiries in a customer support role, ensuring high satisfaction and efficient service.

2019-2020

Telecommunications Consultant @ TLCI

As consultant, it was my responsibility to manage both inbound and outbound sales initiatives, attract and generate interest in potential customers, and serve as their first point of contact.

SKILLS



LANGUAGES

English Portuguese

HOBIES







PROJECTS

FIGHTING GAME

Single-Player Fighting game using Simple Graphics. Built for codeForAll_ Bootcamp 1-week GameJam. Its a fighting game based on the bootcamp teachers and facilities.

RASTROS - SLIMETRAIL

C based gamed created during Algorithm Laboratory I Course at University of Minho. The game is based on the classic Slimetrail game created by Bill Taylor in 1992.

SERVER X CLIENTS CHAT

It's a server-based Java program using IO Network, developed during the CodeforAll_Bootcamp. The server broadcasts all client messages, functioning like a traditional online chat platform.