Marcio **Rocha**

Software Developer

 Porto, Portugal

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 marcio-silva-rocha

Portfolio

Check out my portfolio by clicking **here** or via the QR code.

Programming Languages

C++ C# Python Java HTML SASS
JavaScript SQL

Tools & Frameworks

MySQL PostgreSQL MongoDB Spring
Node.js Jest Django .NET Express
Docker

Skills & Competencies

- RESTful API Development
- Frontend Integration
- Database Schema Design
- SaaS Product Development
- Object-Oriented Programming
- Networking and Security Protocols
- Security and Authentication
- Unit Testing and Quality Assurance

Languages

 Portuguese - Native Language

 English - Fluent

Work Experience

May 2022 - Today

Fullstack Developer   Porto, Portugal
Exaud

- Contributed to a diagnostics and preventative eye care VR app, optimized medical tests for better performance and accuracy, and added data collection for analytic capabilities using GCP.
- Worked on a web app for a construction company, creating intuitive UI and backend services for data processing.
- Developed a prototype for a non-custodial crypto wallet app using ReactNative, which led to actual implementation by the client.
- Proactively engaged in Agile development with clients to identify their needs and requirements, ensuring alignment between projects and expectations.
- Conducted code reviews, ensured code quality, performed debugging, and created unit tests to identify and prevent bugs.

Skills: *Docker · Java · Node.js · JQuery · APIs · React.js · BitBucket*

Oct. 2020 - Feb. 2021

Fullstack Developer   Braga, Portugal
Accenture, School of Engineering of University of Minho

- Improved a fleet management platform focused on IoT and smart mobility, leveraging GCP technologies for efficient data storage and processing, successfully improving performance and reducing latency in data processing.
- Developed a React web interface for data accessibility while focusing on a user-friendly experience.

Skills: *Agile · React.js · Git · Node.js · Google BigQuery · Cloud Functions · Pub/sub · Firestore · SQL*

Mar. 2019 - Jul. 2019

Game Developer   Braga, Portugal
Hivolve

- Designed and developed mobile games.
- Implemented version control and collaborated with a cross-functional team using GitHub and Trello, boosting productivity.
- Conducted extensive playtesting and user feedback analysis, eliminating game bugs.

Skills: *C# · Unity · HLSL · Git · Unity Testing Framework*

Education

2019 - 2022

Master's Degree   Braga, Portugal
Computer Science
School of Engineering of University of Minho

- **Specialization:** Application Engineering and Distributed Systems.
- **Complementary fields:** Parallel Computing and Introduction to Natural Language Processing.
- **Dissertation:** Constructed a Massively Multiplayer Online Game System using .NET and Unity.

Certificates

- CS50's Web Programming with Python and JavaScript (*OpenCourseWare 2022*)