

# Nuno Pontes



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GitHub: <https://github.com/NunoPontes>

Play Store: <https://play.google.com/store/apps/developer?id=Keep+It+Simple+Studios>

Linkedin: <https://www.linkedin.com/in/nunopontes/>

## Summary

Software developer graduated in Computer Science in the Application Development branch. In love with the Android platform and it is my desire to gain more and more experience in the amazing universe that is Android. I am always excited to learn something new and to apply it. It is my dream to develop apps that change people's lives.

## Commercial Experience

February 2019–Present **Mobile Software Developer**, *Frotcom-Intelligent Fleets*

The company provides a solution for the management of fleets.

I am part of the team responsible for all the design, architecture, development and testing of every mobile application.

Technologies used:

- o Java
- o Retrofit
- o Butterknife
- o Junit
- o Espresso
- o MVP
- o More...

April 2017-February 2019 **It Consultant**, *Bold International*

April 2017- February 2019 **Java Developer**, *La Redoute*

I was responsible for converting old procedures into new *Web Services* and creating Java Batch programs.

• Technologies used:

- o AS400
- o Soap Webservices
- o Rest Webservices
- o ElasticSearch
- o LogStash
- o Spring
- o Java (Java 7, Java 8)
- o SQL (DB2, PostgreSQL, Oracle)
- o Junit
- o Mockito

September 2016–February 2017 **Android Wear Developer**, *ShipNow, YouShip*

The company is creating a solution in crowdsourcing delivery, or as some press called it “the uber of cargo”.

I developed and managed alone and from scratch the Android Wear application.

- Solo management of native Android Wear application lifecycle
- Create from scratch the application
- Scrum methodologies using Jira, Bitbucket and SourceTree.
- Languages:
  - Java (Android SDK)
- Technologies used:
  - MVP architecture
  - Message API
  - Google Maps API
  - Wearable Listener Service
  - Broadcast Receiver
  - Fragments
  - Push Notifications
  - Design for multiple screens
  - Firebase Cloud Messaging
  - Rest API
  - Multi language

## Education

2013-2017 **Bachelor, Computer Science**, *Instituto Superior de Engenharia de Coimbra*

*Branch: Application Development*

*Final grade: 13/20*

## Personal Experience

### Swift

#### Number Converter

**Objective:** Learn the basics from Swift and iOS development.

### Android

#### Bedtime Stories:

**Objective:** Create an app to make kids sleep faster.

**Responsibilities:** Create functional requirements. Create user interface. Implement sounds and text for the stories.

The app contains histories in text and sound, and there's a special mode where it's the user, through decisions, that makes the end of the story.

#### GlicTracker:

**Objective:** Create an application so that a patient and a doctor could follow the diabetes of a person.

**Responsibilities:** Create user interface. Create a local database in SQLite.

**Technologies used:** Online Database, Junit Testing, SQLite

#### Flashlight App:

**Objective:** Make an [open-source](#) flashlight application without publicity and without stealing information from the users. Available on store [here](#).

**Technologies used:** Permissions (Needed on Android 6.0 and up)

#### Battery Manager:

**Objective:** Create an [open-source](#) app that tells the user when to charge the phone and gives tips on how to keep a healthy battery. Available on store [here](#).

**Technologies used:** Battery sensors, Services, Doze.

#### Tic Tac Toe

**Objective:** Learn how to use SDK's from commercials. Available on store [here](#).

## Computer Skills

### Commercial Experience

Android SDK: 6 months

Java: 8 months

### Languages

**Best** Java, Android SDK

**Strong** C, C++, C#, Swift

**Basic** Asp.Net, SQL, HTML, CSS

### Environments

Android Studio, Netbeans, Eclipse, Git, UNIX, Linux, Visual Studio, Xcode, Matlab

### Others

Blender