



VASCO BRANCO

SOFTWARE ENGINEER

EDUCATION

- **Bsc. Degree in Computer Science and Computer Engineering** 2020 - 2024
Instituto Superior de Lisboa (ISEL)
 - Activities: Mentor/Buddy program;
 - Final Project: Android application called "Fit Me App," which allows back-office staff to manage the gym. Some of the features it offers to clients are:
 - User registration with username and password;
 - Check-in/out using a QR code;
 - Weekly class schedule;
 - Daily class reservations;
 - Attendance rewards;
 - Physical evaluation and goal tracking;
 - Workout plan;
 - Meal plan.

- **Erasmus + Programme** 2022 - 2023
University of Maribor, Slovenia
 - Artificial intelligence;
 - Cyber Security;

SKILLS

- Programming Languages: Java, Kotlin, TypeScript, JavaScript, C, Python, Assembly;
- Backend: Spring, Node.js, Express.js, Nginx;
- Frontend: React, HTML, CSS, Bootstrap, Webpack, Jetpack compose;
- Databases: PostgreSQL, MongoDB, Elasticsearch, SQL Server, JDBC, JDBI;
- Systems, Cloud & Tools: Unix, Docker, Android, Git/Github, LaTeX;
- Data Science & AI: Python, Matplotlib.
- Work Methodology: Utilized the SCRUM framework as the primary work methodology in my final project, ensuring efficient teamwork, iterative development, and timely delivery of project milestones.

LANGUAGES

- Portuguese (Native);
- English (Fluent)

CONTACT

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🌐 [GitHub Profile](#)

🌐 [LinkedIn Profile](#)