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# Pedro Borges Alves

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Hoi An, Quang Nam, Vietnam

## Summary

Passionate Software Engineer with 10+ years of experience in developing applications and back-end systems. Skilled at writing clear, concise code that is easy to maintain and troubleshoot. Experienced in working with both small and large teams across multiple projects and companies. Able to work independently of remote locations or in office environments as needed by the company.

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## Experience

### Software Engineer

TCSJohnHuxley • Remote/Asia

06/2017 - Present

- As a Software Engineer at TCSJohnHuxley, I played a key role in developing and maintaining several software applications. Actively engage in the entire software development life cycle, from requirements gathering and design to implementation, testing, and ongoing support.
- I was responsible for maintaining and upgrading Supernova, a progressive jackpot system, throughout my tenure.
- Additionally, I led the development and improvements of T-Connect, a casino table management software.
- I also spearheaded the full development of an innovative game - Cash & Cars, a Supernova roulette progressive jackpot game.
- Full development of Blaze Craps and Blaze Baccarat.
- To support internal testing and deployment, I developed a custom device emulator.
- My technical expertise spans a wide range of languages and frameworks, including C#, C++, Unity, Android, Arduino, Git, and Java.

### Web Developer

Freelancer

01/2008 - Present

- Development of websites based on CMS platforms (Wordpress) for companies and individuals helping to promote their products, services or institution.
- The websites developed include an increased concern related to security, SEO, analytics and social media.

### Software and Game Developer

SidePlay Entertainment • St. Hellier, Jersey

10/2015 - 12/2016

- As a Software Developer, I collaborated on multiple game projects, contributing to both backend and frontend components in an Agile/SCRUM environment.
- Designed and developed a Java Spring-based test platform that leveraged web services to streamline testing for games developed by the company. The platform enabled multiple users to access, insert games, and submit new versions, reducing testing time and increasing efficiency.
- Created several game mechanics (Instant Win Games), featuring an abstract and dynamic structure that allows for easy replication of similar games with minimal effort. Developed mechanics for: board games, row and column matching, tile matching puzzle, crosswords.
- My technical skills include proficiency in Java, Choco Solver, Typescript, and Java Spring.

### Software Engineer

Softkom2 • Coimbra, Portugal

11/2014 - 08/2015

- As a Software Engineer and Full-Stack Developer, I made significant contributions to the development of a Point-of-Sale (POS) software application.
- Designed and implemented a Java RMI-based communication system that enabled the exchange of complex information between terminals, such as print orders. This enhanced the software's capabilities and connectivity.

- Developed several modules, including a delivery module, that expanded the software's functionality and allowed the product to be used in other business sectors.
- Integrated the POS software with a variety of devices, including scales, printers, barcode scanners, hard locks, and RFID systems. This showcased my expertise in seamlessly integrating software with hardware components.
- My technical skills include proficiency in Java, Java RMI, and PostgreSQL.

## Software Developer

Artificial Intelligence and Computer Science Laboratory (LIACC) • Porto, Portugal

08/2012 - 08/2013

- Developed a platform that enables multiple users to simultaneously contribute to the design of traffic networks and export them for various traffic simulators. The platform allows for the loading of traffic networks in different software, enabling the comparison of results and evaluation for various purposes.
- Designed and implemented Java-based web services to import data from OpenStreetMap, assisting in the efficient building of traffic networks. This streamlined the data gathering process and reduced development time.
- Developed web services to export a set of files for different traffic simulators using templates. This allowed for seamless integration with various simulation tools, expanding the platform's versatility and reach.
- My technical skills include proficiency in Boundless (formerly OpenGeo Suite), jQuery, and PostGIS.

## Software Developer

Blicksome Inc

01/2011 - 12/2011

- As a co-founder of Blicksome Inc, an e-commerce startup, I led the development of a Java application to automate and optimize inventory and sales management across online marketplaces like Amazon and eBay.
- The application enabled seamless communication with Amazon via web services to update product prices and help to process orders. Through this solution, we streamlined business processes and drove operational efficiency for the company's resale of books.

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## Education

### MOOC - Data Mining with Weka

The University of Waikato • Online

05/2016

### Master in Informatics and Computing Engineering

Faculty of Engineering University of Porto • Porto, Portugal

08/2013

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## Skills

Coding languages and Frameworks - Java, C#, C++, TypeScript, HTML/CSS, ActionScript, Java Spring, .NET, Webservices, WCF, RPC, gRPC, Message Queues (ActiveMQ), Sockets, ABP Framework.

Database - SQL Server, Postgres, PostGIS, MongoDB.

Game development - Phaser, SDL, Unity.

Development tools- Choco(Java), Weka(Java), Git, IntelliJ, NetBeans, Visual Studio, Docker.

Other Tools and Interests - Wordpress, Betfair, Trading View.

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## Languages

Portuguese, English

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## Links

Portfolio - <https://stressless.dev>

Linkedin - <https://www.linkedin.com/in/pedroborgesalves/>