ANDRE VAZ

Software Developer

Portugal

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🌐 fn14.dev

xfn14

WHO AM I?

I am a full-stack developer that enjoys solving complex problems and learning new skills. I have experience in building scalable, secure and reliable applications using various frameworks and technologies. I am passionate about creating high-quality code that follows best practices and industry standards. I am always looking for new challenges and opportunities to grow as a developer.

Java

React

Python

C/C++

Git

Lua

VS Code   JetBrains   Office   Adobe   Unity
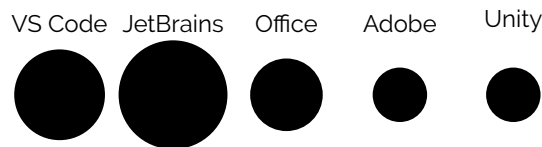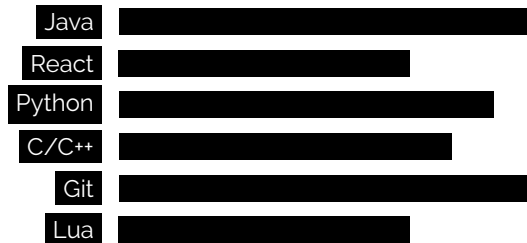
PROJECTS

2022 — **Solar System Simulation**
Designed a generator to craft different shape models, to be rendered by the developed engine using the OpenGL and GLUT frameworks.
`C++ / OpenGL / GLUT`

2021 — **Fast Sender Transfer Protocol**
A Java-based application featuring two custom protocols designed to facilitate peer-to-peer file transfers. The system allows users to efficiently send and receive files directly between devices, offering a fast and reliable solution for data sharing.
`Java`

EDUCATION

2019 – Present — **Computer Engineering**   **Universidade do Minho**
Currently in the final stages of pursuing a computer engineering degree, diligently working towards its successful completion.

LANGUAGES

Portuguese - native
English - proficient

HOBBIES

I love to work on personal projects in an effort to grow my knowledge and improve my capabilities. Additionally, I like to hang out with friends and play video games.

EXPECTATIONS

I want to team up on larger projects with others to grasp intricate project dynamics, broaden my knowledge and evolve further in the process.