



ERICKSON DE CARVALHO VAZ

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PROFESSIONAL SUMMARY

Graduated in Computer Engineering from the University of Cape Verde, at the academic level he developed skills in the area of Information and Communication Technologies (ICT), namely, development of computer applications, specification, installation, maintenance and management of information systems

During his academic career, he acquired skills in the area of programming using high-level languages, such as Java, Javascript, PHP, C #, HTML and CSS. He also received training in database (MySQL and SQL Server) and computer networking in Huawei ENSP.

Of note is a great taste for programming web, desktop, mobile and games applications, as well as for its planning, versioning and testing, roles played in all academic projects in which he was present.

At a professional level, he started taking his first steps in the labor market in 2018, when he joined for a period of four months an internship in game development at the Cape Verdean company Bonako, headquartered in Praia Cape Verde, during this internship he had the opportunity to deepen his knowledge in Object Orientation using C# in Game development using Game Engine Unity.

In February 2019, he applied for another professional internship, this time at the state-owned Cape Verdean company NOSI for a period of six months. cybersecurity, infrastructure, servers, and project versioning using Git along with Bitbucket. At this stage, he was presented with the riftOne project, an OTT platform for providing video content on the web and Android TV from the private company Green Studio, which, under the guidance of NOSI technicians, he started working on it.

In October 2019, after finishing his internship at NOSI, he received a proposal from the responsible of Green Studio to be part of the development team at riftOne and other company projects using mainly Stack LAMP (Linux, Apache, MySQL/Maria BD and PHP) for web, Java, Swift and Typescript for mobile.

SKILLS

- Software life cycle
- Database administration
- User support
- Google Drive
- Time management
- Team collaboration
- Code validation
- File backup and recovery
- Coordination
- Design management
- Domain registration
- Written communication
- Quality assurance

EXPERIENCE

Junior Game Developer

September 2018 - January 2019

Bonako | Praia, Cabo Verde

- Supported game balance, including statistics, virtual goods, economics, and user motivations.
- Developed game systems, individual gameplay features, and player progressions.
- Analyzed live data and player feedback to continually optimize existing game experience.

Junior Full Stack Developer

March 2019 - October 2019

NOSI | Praia, Cabo Verde

- Provided consultation and support services for full life cycle of software product development.

- Worked effectively within Agile software development life cycle, including sprint planning, sprints, and sprint review.
- Collaborated with designers and Agile dev team to create high-quality interactive web experiences.
- Designed and implemented core architecture and capabilities for software from prototype to operational applications.
- Evaluated new software products and technologies and provided recommendations to enhance existing systems or build new ones.
- Supported scrum team in reviewing pull requests and helped junior and mid-level developers with technical tasks.
- Provided software development support for prototyping of analytical tools, data management, and user interfaces.
- Analyzed software requirements and provided solutions.
- Performed analysis, design, coding, testing, implementation, and maintenance of software solutions.
- Managed back-end requirements such as renewing domain name registrations.
- Adapted websites to match changing user preferences and client demands with regular updates.

Senior Full Stack Developer

December 2019 - Current

GreenStudio | Praia, Cabo Verde

- Collaborated with designers and Agile dev team to create high-quality interactive web experiences.
- Worked effectively within Agile software development life cycle, including sprint planning, sprints, and sprint review.
- Provided consultation and support services for full life cycle of software product development.
- Evaluated new software products and technologies and provided recommendations to enhance existing systems or build new ones.
- Provided software development support for prototyping of analytical tools, data management, and user interfaces.
- Designed and implemented core architecture and capabilities for software from prototype to operational applications.
- Collaborated with QA team to validate adherence to company and client quality standards.
- Analyzed software requirements and provided solutions.
- Supported scrum team in reviewing pull requests and helped junior and mid-level developers with technical tasks.
- Performed analysis, design, coding, testing, implementation, and maintenance of software solutions.
- Produce high-quality, clean code for client projects, including sites such as riftplay.tv and order.riftplay.tv.
- Managed back-end requirements such as renewing domain name registrations.
- Adapted websites to match changing user preferences and client demands with regular updates.
- Developed and deployed successful e-commerce strategies into clients' websites.
- Checked structure, conformance and browser compatibility of code with validation processes.
- Matched content to customer specifications through skilled design, writing and editing.
- Verified functioning of pages and applications by testing features after uploads.
- Enhanced Web sites and applications by developing robust databases.

EDUCATION

Computer Engineering

Unicv(University of Cape Verde), Praia, Cabo Verde

September 2018