

Links**Site:** <https://lekrieg.github.io/>**Github:** <https://github.com/Lekrieg>**Linkdin:** <https://www.linkedin.com/in/daniel-henrique-silva-167375132/>**Professional Summary**

Cusiorous and dedicated programmer, with a 3-year background in the area, 1 year with Java and Springboot and 2 years with C# and .NET. I worked on three projects for internal CI&T clients, all in the banking area, I used Java and springboot, C# and .NET & Aspnetcore, cloud (AWS, Azure Devops), docker, CI/CD pipeline, observability, Jira, code analysis (SonarQube and Fortify), messaging with Kafka & RabbitMq, EF and Dapper ORMs and unit/mutant testing with junit, pitest, xunit, Bogus, TakeltEasy, Mock and Mockito. I also had contact with some project patterns (CQRS and clean architecture), made constant use of code management (git, gitlab, etc.) and used the agile methodologies Scrum, Kanban and Lean.

I helped Moya Games with the game "Launch the baby" which was released on Steam and other platforms.

I currently work at Verion as a fullstack developer using C#, Avalonia UI and agile methodologies.

Skills

- C++, .NET, C#, aspnet, windows form, AvaloniaUI, Java, springboot
- Documentation writing
- Git, Tortoise SVN, Gitlab
- Unit test, Mutant test
- AWS, Azure DevOps
- Unity3D, Unreal, Blender
- English(EF SET C1 Advanced), Japonese(beginner)
- Agile

Work History**Fullstack software engineer**Verion Hidraulica
Santos, Brazil

Jan 2023 – Currently

- I worked on the migration of old screens in xamarin, wpf and UWP to Avalonia and now I am working on new Avalonia projects
- I worked on creating some POCs (dependency injection, navigation, etc.)

Gameplay ProgrammerMoya GamesLTD.
Canada

Apr 2023 – Jan 2024

- I implemented several systems within the game, ranging from gameplay to UI and save game
- Optimized code, increasing the performance and juiciness of the game
- I implemented the use of object pools, singleton and visitor pattern in the project, which brought a significant improvement in the game's performance
- Steamworks configuration in the project with achievements and leaderboards

Software engineerCI&T
Belo Horizonte, MG, Brazil

Feb 2021 – Apr 2023

- I worked on the implementation of microservices and monolithic applications
- I helped build lambdas in Python on AWS with communication via queue using Kafka
- I used Scrum, Kanban and Lean as agile methodologies
- Helped with the standardization and creation of unit tests, increasing code quality by 40%
- I worked on the creation of some POCs
- I made improvements to DbContext by reducing part of the code from 15 lines to 2 and preventing duplicate addition of the class
- Assisted QAs in test execution, increasing product quality
- I helped with some points on the front, using Angular and Typescript

EducationTechnologist: Systems Analysis and Development
Oct 2023UniCesumar
Belo Horizonte, Bairro Floresta, MGPostgraduate: Software engineering
Mar 2024 - CurrentlyPUC Minas
Belo Horizonte, MG