Francisco **Gonçalves**

COMPUTER SCIENCE

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Summary

I am currently finishing my Computer Science Degree at FCUP.
Afterwards my ambitions are to also get a Masters Degree and possibly work at the same time.
Despite currently lacking working experience, I am eager to work on anything that requires my skill set.

Education

FCUP - Faculty of Sciences @ University Of Porto   *Campo Alegre, Porto*
B.S. IN COMPUTER SCIENCE   *Sept. 2016 - Aug. 2020*

Abade de Baçal High School   *Av. Eng. Amaro da Costa, Bragança*
HIGH SCHOOL DEGREE - SCIENCES AND TECHNOLOGY   *Sept. 2013 - Jul. 2016*

Experience

HealthySystems - HLTSYS   *R. Alfredo Allen 455, 4200-135 Porto*
INTERNSHIP   *Feb. 2020 - Aug. 2020*
- Worked with Professor Soangra and developed tools for physical therapy. This work focused on providing treatment through the use of and design of embedded devices. Provides non-invasive intervention methods as an alternative means of treatment.

Skills

PROGRAMMING LANGUAGES

- **Java, C, C++, JavaScript, Python**,

FRAMEWORKS

- **React, Node.js**,

OTHER

- **HTML/CSS, MySQL, Bash Scripting, LaTeX, Microsoft Office, Elasticsearch**,

Projects

Most of the projects I've been involved in can be seen on my GitHub page. Here are a few:

- INSIDE CLASSES

Web Domino Singleplayer/Multiplayer Game   *2019*
WEB-BASED GAME THAT CAN BE PLAYED AGAINST A SIMPLE BOT OR AGAINST ANOTHER PLAYER THROUGH A NODEJS SERVER   *Web Technologies*
- *JavaScript - HTML - CSS*

Web App Prototype   *2017*
PROTOTYPE OF A WEB-BASED PORTAL THAT RECORDS AND DISPLAYS STATISTICS ABOUT USAGE OF "COMPLAINTS PORTAL"   *Person-Machine Interaction*
- *JavaScript - HTML - CSS*

Delivery Simulation   *2020*
A SIMULATION IMPLEMENTATION REGARDING A DELIVERY SYSTEM OF PACKAGES TO CLIENTS   *Decision Support Methods*
- *Python*

- Personal

Snake Game   *2020*

Classic Snake game made with Pygame.

• *Python*

Sudoku Solver   *2020*

A simple Python implementation that solves any given Sudoku puzzle using back-tracking

• *Python*

Blackjack Game   *2020*

A Pygame implementation of the popular card game Blackjack

• *Python*

Rubiks Cube Solver   *2020*

An implementation with graphical interface built with Processing 3 that solves any given Rubiks Cube showing every step.

• *Java*

Languages

Native:
- Portuguese

Fluent:
- English - C1 Advanced Cambridge English Qualification

Limited working proficiency:
- Spanish