



Diogo Gaspar

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Date of birth: 10/02/2004 **Place of birth:** Viana do Castelo, Portugal **Gender:** Male

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ABOUT ME

Hi, I'm Diogo Gaspar, a 21-year-old with a great passion for learning and evolving in the field of technology.

I have a degree in Computer Engineering from ESTG-IPVC, where I developed projects that challenged me and helped me to improve my technical skills (hard skills). As well as academic work, I've had the opportunity to apply my knowledge to real projects, such as collaborations for a family member's company and personal initiatives.

Sport has shaped my determination and team spirit throughout my life. Since the age of 3, soccer has been part of who I am, but I've also ventured into karate and gymnastics. This experience has given me the essential tools to be cooperative, resilient and focused.

EDUCATION AND TRAINING

Ensino Secundário - Curso Ciencias e Tecnologias

Escola Básica e Secundária do Vale do Âncora [15/09/2018 – 30/09/2021]

City: Vila Praia de Âncora | Country: Portugal | Level in EQF: EQF level 4

Licenciatura em Engenharia Informática

Instituto Politecnico de Viana do Castelo [15/09/2022 – 27/06/2025]

City: Viana do Castelo | Country: Portugal | Website: <https://www.ipvc.pt> | Level in EQF: EQF level 6

LANGUAGE SKILLS

Mother tongue(s): Portuguese

Other language(s):

English

LISTENING B1 **READING** B1 **WRITING** B1

SPOKEN PRODUCTION B1 **SPOKEN INTERACTION** B1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

WORK EXPERIENCE

Continente Bom Dia – Vila Praia de Âncora, Portugal

City: Vila Praia de Âncora | Country: Portugal

Supermarket stockist

[01/07/2022 – 31/08/2022]

- Stocking the grocery store
- Customer service, giving customers instructions on where to find the products they were looking for
- I also worked in 2023, 2024 and 2025

SKILLS

Soft Skills

Comprometedor / HardWorker / Capacidade de propor soluções / Honesto / Trabalho em equipa / Organização / Co operação / Pontual / Criatividade

Hard Skills

Bootstrap / C# / Python / RabbitMQ / C / TypeScript / C++ / SQL / Docker / Mendix / MediaPipe / Ionic / YOLO / GraphQL / Java / Svelte / CSS/HTML Essentials / JavaScript / MLFlow / Angular / ■ Vue.js / Node.js + Express.js / Next.js / NoSQL / Git / RestAPI / Unity / PostgreSQL / MongoDB / Kotlin / LLM

PROJECTS

[25/03/2025 – Current]

SmartTable

This project, still in development and carried out in collaboration with a relative, is for a café in my region. The idea is simple and practical: place a QR code on each table, allowing customers to place their orders directly from their cell phones. On the other side, the kitchen will have access to a management panel where they can monitor and manage the entire process - from orders, available products and table management.

Link: <https://github.com/TedcryptoOrg/smart-table>

[04/02/2024 – 25/03/2024]

Personal Wallet Tracker

This project was implemented with a relative of mine and consists of monitoring our family's investments/profit.

Link: <https://github.com/TedcryptoOrg/personal-wallet-tracker>

TRABALHOS ACADÉMICOS

[2024 – 2024]

Estampado

This project was developed as part of the university course “Human-Machine Interaction”. Ionic 7 was used and the goal was an application where people can buy products and customize them in their most creative way and have unique products.

Link: <https://github.com/DiogoGaspar6/ionic-ihm-estampado>

[2024 – 2024]

Cooking Simulator

This project, developed in the subject of “Technologies and Multimedia”, was developed in Unity in the first person, where the aim is to deliver customer orders as quickly as possible in order to gain the most points. If the order is not delivered or not delivered properly, the order loses points.

Links: <https://diogo-gaspar.itch.io/cooking-simulator-single-player> | <https://github.com/DiogoGaspar6/CookingSimulator-TP1-EI29165-EI29082>

[2024 – 2024]

SoundVerse

This project, developed as part of the “Networked Information Systems” course, includes 3 external Rest api where the aim was to communicate with each other, i.e. in this project the Spotify api receives the top songs and by clicking on see more with the id of that Spotify song we can get the lyrics and biography from two other api's.

Link: <https://soundverse.onrender.com>

[2025 – 2025]

Horizonte Cósmico

This project, developed as part of the “Project III” course, used Phaser for the game, Express.js for the backend and Socket.io for real-time synchronization. This 2-player game has an educational objective for students from grades 5 to 10, because throughout the game there are questions related to the subjects of those years and both players have to collaborate to answer them, thus improving communication and knowledge.

Link: <https://pm3-sgcolab-game.onrender.com>

[2024 – 2024]

SilentWar

This project, developed as part of the “Networked Information Systems” course, aims to be an auction system that uses socket.io to be available in real time when a user enters the auction and when they place a bid. The technologies used were Vue.js, Express.js, MongoDB, Socket.IO and JWT for authentication and secure sessions.

Link: <https://project-assignment-2-29083-29165.onrender.com>

[2025 – 2025]

CineWorld

This project, developed as part of the “Operational Learning” course, is hosted on Netlify, the database is MongoDB and it was made in HTML and JavaScript and the backend used Netlify functions. It has a chatbot where you can ask it questions and it responds using the Gemini API and responds depending on the type of user you select.

Link: <https://cineworld-aoop.netlify.app>

[2025 – 2025]

Reconhecimento de Matrículas

This project is a computer vision application that uses YOLO (You Only Look Once), an advanced machine learning model, to detect and recognize license plates in real time using a cell phone camera.

I implemented an image processing pipeline that extracts, processes and stores the license plate data in an Excel file.

The solution has applications in security, smart parking and fleet management, demonstrating the versatility of ML in real-world scenarios.

Link: <https://github.com/DiogoGaspar6/license-plate-recognition>

[2025 - 2025]

Gesture Plugin

GesturePlugin is a browser extension that lets you control web pages using hand gestures, using AI models to detect and classify gestures in real time. Ideal for accessibility, productivity and innovative browsing experiences.

HOBBIES AND INTERESTS

Sports I've played

Soccer has been part of my life since I was three years old, and it's more than just a sport - it's a real passion. Over time, I've also challenged myself in other areas such as karate and gymnastics, which have contributed to my discipline and coordination. I currently do weight training in the gym, a way of looking after my body and maintaining mental balance on a daily basis.

DRIVING LICENCE

Driving Licence: A2	24/10/2022 - 24/10/2035
Driving Licence: B	13/12/2022 - 13/12/2035