



Eduardo Correia

COMPUTER ENGINEERING STUDENT

Trofa, Porto, Portugal

☎ (+351) 927 044 091 | ✉ educorreia932@gmail.com | 🏠 educorreia932.dev | 📱 Educorreia932 | 📄 educorreia | 🌐
eduardo-correia-7a608216a

Education

FEUP (Faculty of Engineering of University of Porto)

Porto, Portugal

MASTER IN INFORMATICS AND COMPUTING ENGINEERING (MIEIC)

Sep. 2018 - Present

- Current grade of 16 out of 20.

Skills

Back-end Django, Laravel

Front-end HTML5, CSS, JavaScript, Vue

Technologies Git, Unity, Flutter

Programming Python, Java, C, C++, PHP, Prolog, Dart, Latex, SQL, Shell Scripting

Languages Portuguese, English

Work Experience

Critical Manufacturing

Maia, Portugal

SUMMER INTERN

Jul. 2021 - Present

- Helped migrating and enhancing a considerable portfolio of auxiliary automation scripts that are used to monitor and maintain system health of several RedHat Linux machines.

Lusoinfo II Multimédia S.A.

Maia, Portugal

GAME DEVELOPER

Jul. 2020 - Out. 2020

- Converted educational games developed in Adobe Flash to Unity WebGL.

INESC TEC

Porto, Portugal

SUMMER INTERN

Jun. 2020 - Jul. 2020

- Completed a summer internship entitled *Traffic Sensitive Flying Communications Node Controller*

Extracurricular Activity

IEEE UP Student Branch

Porto, Portugal

STUDENT MEMBER

Out. 2019 - Present

- Active member of the student branch and most particularly the Computer Society chapter.

IEEE UP Student Branch

Porto, Portugal

COMPUTER SOCIETY STUDENT CHAPTER VICE-CHAIR

Out. 2020 - Present

- Prepared and presented several workshops, mainly surrounding Python.
- Organized various events, such as RetroJam, CodeWeek and Web Month, with many activities, workshops and talks.

Scouts

Trofa, Portugal

MEMBER

Set. 2010 - Present

- Active member and participated in several activities, including ACANUC, ACAREG and ACANAC.

Volunteer Experience

TISP - IEEE

Porto, Portugal

TISP MENTOR

Mar. 2021

- Gave a presentation teaching about the university, engineering and computer science to high school students.

Green

3D MODELLING, GRAPHICAL INTERFACES, LOGICAL PROGRAMMING

Sep. 2020 - Jan. 2020

- A web implementation of the game Green, a two-player tabletop game.

Ask Away

SOFTWARE ENGINEERING, MOBILE DEVELOPMENT, UI/UX DESIGN, AGILE, DATABASES

Sep. 2020 - Dec. 2020

- A mobile application, developed using Flutter, for attendees to ask questions in conference talks.

Pokémon - A Sequel Coming In Inevitably

OBJECT-ORIENTED PROGRAMMING, DESIGN PATTERNS, SOLID PRINCIPLES

Sep. 2020 - Dec. 2020

- Pokémon Fire Red look-alike game running on a terminal, written in Java.
- I'm quite proud of this project, given the fact I implemented a full-fledged sprite based graphical interface despite the limitations of using a terminal emulator and also because it faithfully recreated the Pokémon combat system from the original game.

Spotify Statistics

WEB SERVERS, WEB FRAMEWORKS, WEB APIS

Aug. 2020

- A webpage giving information about the favorite music genres of a person given their Spotify listening history.
- It obtained a considerable popularity and counted with more than **300.000** users at one point using it.

Tour Mate App

DATA STRUCTURES, ALGORITHMS, GRAPHS, GRAPHICAL INTERFACES

Mar. 2020 - Jun. 2020

- A C++ application that let's you plan a tour around Porto by choosing several touristic attractions and calculating an optimal route to let you visit them.

Project Watt

GAME DEVELOPMENT, DRIVER AND LOW-LEVEL PROGRAMMING, COMPUTER COMMUNICATION

Sep. 2019 - Jan. 2020

- A platformer game, written in C from scratch, with different gamemodes (single and multiplayer), including a campaign in which the player had to reach a goal at the end of the stage with puzzle and agility skills, and an arcade gamemode, very similar to Flappy Bird.