FRANCISCO FREITAS

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EDUCATION

NOVA SCHOOL OF SCIENCE AND TECHNOLOGY	LISBON, PORTUGAL

- *Integrated Master's in Computer Science and Engineering.* — SEPTEMBER 2020– JULY 2025
- *Semester abroad at **Wrocław University of Science and** Technology, as part of the ERASMUS+ program*

ESCOLA SECUNDÁRIA ARTUR GONÇALVES	TORRES NOVAS, PORTUGAL

- *High School Graduate, Science and Technology – GPA: 18/20* — SEPTEMBER 2017– JULY 2020
- *Erasmus+ Project in Sicily, Italy*

PROFESSIONAL EXPERIENCE

OUTSYSTEMS	LINDA-A-VELHA, PORTUGAL

Software Developer Intern – Summer Internship — AUGUST 2023 – OCTOBER 2023

- Develop an AI-based extension for OutSystems products using Python, Bash, and C, enhancing usability and driving customer satisfaction.
- Customize software products based on specific customer needs, improving the product's fit to customer businesses, and increasing user-friendliness.
- Leverage direct customer feedback to drive product development and improvements, aligning the product with customer's demands and enhancing user experience.

BEST (BOARD OF EUROPEAN STUDENTS OF TECHNOLOGY)	ALMADA, PORTUGAL

IT Department Member — OCTOBER 2022 - PRESENT

- Organized 10 technology workshops, facilitating the sharing of different technologies and computing concepts to more than 200 organization members.
- Led the development of a custom application using Django (Python), MySQL, and Flutter (Dart), projected to improve internal communication and operational efficiency by 50%.
- Collaborated cross-functionally to coordinate 10+ tech-centered events annually, promoting a culture of continuous learning.
- Provided round-the-clock IT support.

RELEVANT PROJECTS

WEB DEVELOPMENT

- Spearheaded the development of a business-focused website, leveraging WordPress for customized, responsive design, to bring a personal entrepreneurial idea to life.

UNIVERSITY APPLICATION DEVELOPMENT - BACHELOR'S FINAL PROJECT (5-MEMBER TEAM)

- Collaboratively engineered a comprehensive university application featuring user registration, login, Google Maps-guided orientation, real-time university news, a student schedule system, group chats, and role-specific features for professors, students, and directors.
- Integrated Google App Engine, Google APIs, Google Cloud Storage, Datastore, and Firebase, utilizing a Java backend and Flutter (Dart framework) on the frontend for seamless functionality and performance.

GRAPHICAL SIMULATION AND 3D INTERFACE DESIGN - COMPUTER GRAPHICS AND INTERFACES

- Designed an array of WebGL projects, including a visually engaging universe simulation with interactive particle and planet controls, a responsive 3D helicopter simulation with user input and environmental interaction, and a dynamic 3D scene with adjustable lighting and materials.
- Utilized JavaScript and GLSL for creative graphic effects and user interface designs. (These projects can be viewed in my Portfolio)

LANGUAGES SKILLS

Portuguese (Native); English (Advanced)

COMPUTER SKILLS & TECHNOLOGIES

Java (Advanced), **JavaScript** (Advanced), **Dart** (Intermediate), **C** (Intermediate), **Python** (Intermediate), **Git** (Intermediate), **Blender** (Intermediate), **OCaml** (Beginner), **SQL** (Beginner), **R** (Beginner).

HOBBIES

Classical and Electric Guitar Player, Basketball Enthusiast, Travelling Enjoyer