

# FRANCISCO FREITAS

Lisbon, Portugal

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<https://github.com/FranciscoJRFreitas>



## 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

### SUMMER INTERNSHIP AT 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

- I became a member of one of the most well-known university student organizations to expand my hard and soft skills.
- Contributed to different technology workshops, given to the organization members.
- Developing an application for the local group, using Django (Python), MySQL and Flutter (Dart).

## RELEVANT PROJECTS

### WEB DEVELOPMENT

- Spearheading 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*

- Engineered a comprehensive university application featuring user registration, login, Google Maps-guided orientation, real-time university news, a student schedule system, and unique roles for professors, students, and directors.
- Skillfully 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 sophisticated graphic effects and user interface design. All my interactive 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), **Microsoft Excel** (Beginner).

## HOBBIES

Classical and Electric Guitar Player, Basketball Enthusiast, Travelling Enjoyer,