



Francisco Rodrigues Pinto

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April 1994

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Driver's License:

B1, B

Links:

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COMPETÊNCIAS

LANGUAGES

Portuguese

English



PROGRAMMING LANGUAGES

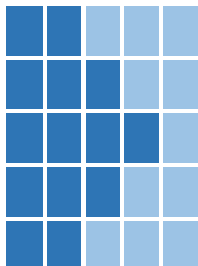
TypeScript

C++

C#

Java

Python

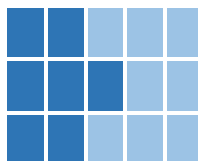


FRAMEWORKS

Android

ASP.NET

WPF .NET



Curriculum Vitæ

Francisco Rodrigues Pinto

SUMMARY

Computer Engineer with 2 years of experience in **Full Stack** and Mobile Development, with a strong foundation in **Object-Oriented Programming, C#, .NET**, and **SQL**. Skilled in building backend applications, integrating **REST APIs**, and working with data-driven systems. Academic and personal experience across C, C++, Java, Python, and Linux environments. Skilled in working in **Agile/Scrum** teams and collaborative environments, version control (**Git**), and committed to continuous learning, technological innovation, and applying software engineering principles to create impactful solutions.

PROFESSIONAL EXPERIENCE

(09/2024 – 08/2025)

Teacher of Information and Communication Technology (ICT)

[Agrupamento de Escolas de Arganil, Arganil](#)

- ICT teacher for middle school students and coordinator of the school's Digital Education Project.

(09/2021 – 08/2022)

IT Technician

[Agrupamento de Escolas Rainha Santa Isabel, Coimbra](#)

- IT equipment management and maintenance, and robotics club teacher (**Arduino, Micro:bit**).

(09/2020 – 06/2021)

Professional Internship as Software Engineer

[Acronym, Cantanhede](#)

- Developed backend components for enterprise management and invoicing software using **ASP.NET MVC 5 (C#, Razor, SQL Server)**.
- Development of **Android** mobile applications with **REST API** integration for data exchange with the management software.

(02/2019 – 07/2019)

Academic Internship as Software Developer

[CASPAE, Coimbra](#)

- **Database** design for a content and document management platform.
- Development of an **Android** mobile application providing information and events (via **Firebase**) for CASPAE.

GAME ENGINES

Godot

Unity



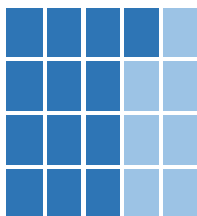
MULTIMEDIA

Blender

Image Editing

Sound Editing

Video Editing



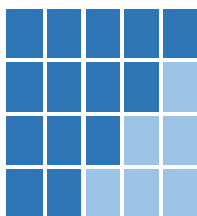
ADDITIONAL TECHNICAL SKILLS

Pc Maintenance

Algorithms

Database

Project Management



ACADEMIC PROJECTS

Development of two OS-level projects in Linux and Windows (using internal **OS mechanisms**), with a focus on **interprocess communication (IPC)** such as pipes, **shared memory** and **process synchronization**.

Development of Grasshopper, a **2D platformer game** that won the Audience Award at Media Play 23 at the University of Aveiro.

PERSONAL PROJECTS

Participation in several **Game Jams** as a programmer and in other roles, achieving positive results and community feedback in GMTK. Games available on itch.io.

Development of a **Java** application with a Graphical User Interface (**GUI**) for image manipulation, organization, and processing.

EDUCATION

(09/2022–12/2024)

Master's in Digital Game Development

Universidade de Aveiro

Final Grade: 18

(09/2015–02/2020)

Bachelor's Degree in Computer Engineering –

Specialization in Software Development

Instituto Superior de Engenharia de Coimbra

TECHNICAL SKILLS

- **Backend & Web Development:** C#, .NET (MVC 5, ASP.NET), HTML, CSS, JavaScript, Razor;
- APIs: **REST APIs**, API integration and design, **JSON** and **XML**;
- **Databases:** Microsoft SQL Server, **MySQL**, LINQ in C#;
- **Object-Oriented Concepts & Concurrency:** Strong foundation in OOP, data structures, **concurrent** and **multithreaded** programming (academic + practical projects);
- **Version Control:** Git, collaboration in distributed teams, code reviews, exposure to CI/CD pipelines;
- **Methodologies:** **Agile/Scrum**, sprint planning, collaborative team work;
- **Mobile Development:** Android Studio (Java), Swift (academic) ;
- **Game Development (academic/personal):** Godot 4 (2D, multiplayer), Unity 5 (3D);
- Other Skills: **Cross-platform** development, **GUI** applications in **Java**, **JUnit** and **Selenium** (academic), debugging, problem-solving.

INTERPERSONAL SKILLS

- Teamwork and good critical thinking;
- Strong sense of responsibility and organization;
- Good project planning, structuring and organization skills;
- Ability to tutor and communicate in any medium;
- Strong interest in problem-solving, debugging, and continuous learning in diverse domains.