

# JOÃO PEDRO DA COSTA RIBEIRO

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📍 Porto, Portugal

## EDUCATION

Integrated Master in Informatics and Computing Engineering

University of Porto - Faculty of Engineering

📅 2017 - 2022

- Graphical Computation, Algorithms and Data Structures, Databases, Web Development, Drivers, Computer Networks, Artificial Intelligence, Algorithms Design and Analysis, Software Engineering, Parsers and Compilers, Computer and Microprocessor Architecture, Distributed Systems

## EXPERIENCE

Software Engineering Intern

Critical Manufacturing

📅 July 2020 – September 2020

📍 Maia

- Built and developed a new User Interface/Database for an existing web app
- Focused on the User Experience for workers with limited capabilities (full body suits, cluttered environments, etc)

Software Engineering Intern

INESCTEC

📅 June 2020 – July 2020

📍 Porto

- Built a web app for an existing offline application that uses several algorithms related to Breast Cancer Cosmetic Treatments.
- Redesigned UI/UX; Upgraded connection with the database; Implemented new features such as: image/data exports, password recovery, social media API login, etc

## SELECTED PROJECTS

Built a 3D Printer from scratch

Arduino, Blender, Cura, Autodesk Maya / Oculus Medium

📅 Feb 2019 - April 2019

- Achieved a large volume 3D printer at half of the commercial value of a small printer, by assembling an Arduino and its respective hardware extensions
- Adapted and implemented the Marlin 3D printer software to be compatible with my setup and designed several 3D models using Blender/ Autodesk Maya / Oculus Medium

UPhone

HTML/CSS/PHP, Laravel, Bootstrap, SQL

📅 Jan 2020 - June 2020

- Designed and implemented, from the ground up, a website for selling phones and tablets
- Created an adequately secure database (concurrency, transactions, etc)
- Implemented cart functionality; Wish listing; Order tracking; Admin management (create and delete accounts, products, discounts, etc); Reviews and Scores; Social Media API Login; Filtered and/or text search ; etc

Low-level roguelite room-based top-down shooter game

C, MINIX

📅 Set 2018 - Jan 2019

- Programmed several base peripheral devices such as the mouse, keyboard, GPU, CPU clock and serial port
- Programmed the game logic and designed all the game sprites/UI/animations

## PROGRAMMING LANGUAGES

C++/C - 3yr

HTML/CSS/PHP - 1yr

JavaScript - 1yr

Java - 1yr

Python - 3mo

Prolog - 3mo

Lua/Scheme - 6mo

Arduino - 6mo

GDScript - 2mo

## FRAMEWORKS

Django - 3mo

Laravel - 3mo

React - 3mo

Bootstrap - 6mo

Angular - 3mo

## TECHNOLOGIES

Git/Github/Gitlab

Docker

SQL

PostgreSQL

MongoDB

Rest APIs

Godot

MINIX

Unity

Unreal Engine

Visual Studio

CLion/IntelliJ IDEA

Microsoft Office

Linux

Adobe XD

Arduino

Blender

Autodesk Maya

Oculus Medium

Photoshop

Adobe Illustrator

Cura

Marlin Firmware

## LANGUAGES

Portuguese: Native

English: Fluent

Spanish: Can fully understand

French: Basic

## AWARDS

🏆 Open Source Siemens/Web Summit Competition  
2018 and 2019

🏆 Honorable Mention Global Game Jam  
2018

🏆 1st place ChemRUs [National]  
2017

🏆 1st place Chemistry Rediscovered [International]  
2017

🏆 3rd place "CienTistas e ArtTistas II" Texas Instruments [National]  
2016