

JOÃO PEDRO DA COSTA RIBEIRO

@ joaopcribeiro.99@gmail.com

in linkedin.com/in/joaopedrocostaribeiro/

github.com/Fujicss0

+351 910705697

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, Machine Learning

EXPERIENCE

Software Engineering Intern

Critical Manufacturing - (Javascript, CSS, React, Laravel, SQL)

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 - (Javascript, CSS, Bootstrap, Django, MongoDB, Anaconda)

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

COVID-19 Supervised Learning

Python, Jupyter Notebook, SKLearn, Pandas, NumPy, Matplotlib, Kaggle Datasets

May 2020 - June 2020

- Created a tool that predicted Covid-19 cases, deaths and recoveries for various countries/regions, with an average of around 90 percent accuracy, by training several regression models using Covid-19 data from a Kaggle dataset.
- Compared several Machine Learning algorithms, such as Lasso, Ridge, K-Nearest Neighbours and Random Forest.

Distributed Backup Service for the Internet

Java, Shell

April 2020 - June 2020

- Designed a distributed P2P system with the purpose of backing up, in other peers, files divided in chunks.
- Protected the system against faults and raised its stability and scalability by using and implementing the Chord Protocol.
- Implemented secure communication channels with JSSE and increased concurrency and parallelism with thread-pools and non-blocking I/O.

Built a 3D Printer from scratch

Arduino, Blender, Cura, Autodesk Maya / Oculus Medium

Fev 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.

PROGRAMMING LANGUAGES

C++/C - 3.5yr

HTML/CSS/PHP - 2yr

Javascript - 2yr

Java - 2yr

Python - 9mo

Lua/Scheme - 6mo

Arduino - 6mo

Prolog - 4mo

Dart - 3mo

GDScript - 2mo

TECHNOLOGIES

Django

Laravel

MongoDB

PostgreSQL/SQL/NoSQL

React

Bootstrap

Angular

Blade

Git/Github/Gitlab

Docker

Rest APIs

Anaconda

WebGL

Unix/Linux

Flutter

SKLearn

Jupyter Notebook

Unity

Unreal Engine

SKILLS

Visual Studio

CLion/IntelliJ IDEA

Godot

Adobe XD

Arduino

Blender

Autodesk Maya

Oculus Medium

MINIX

Photoshop/Adobe Illustrator

Cura

Marlin Firmware

Android Studio

LANGUAGES


Portuguese: Native

English: Fluent


Spanish: Limited Working Proficiency

French: Basic understanding

AWARDS

 **Open Source Siemens/Web Summit Competition**
2018 and 2019

 **Honorable Mention Global Game Jam**
2018

 **1st place ChemRUs [National] / 1st place Chemistry Rediscovered [International]**
2017

 **3rd place "CienTistas e ArTistas II" Texas Instruments [National]**
2016