JOÃO PEDRO DA COSTA RIBEIRO

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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 - (Java Script, 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 - (Java Script, 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
Unix/Linux | Flutter | WebGL
Jupyter Notebook | SKLearn
Agile/Scrum

OTHER TECHNOLOGIES

Visual Studio | CLion/IntelliJ IDEA
Unity | Unreal Engine | Godot
Adobe XD | Arduino | Blender
Autodesk Maya | Oculus Medium
Photoshop/Adobe Illustrator
Cura | Marlin Firmware | MINIX
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