# 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**

📅 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**

📅 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 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 - 1.5yr
- JavaScript - 1.5yr
- Java - 1.5yr
- Python - 6mo
- 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 ArTIstas II" Texas Instruments [National]**
2016