

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

HTML/CSS/PHP

JavaScript

Java

Python

Prolog

Lua

Arduino

Scheme

GDScript

FRAMEWORKS

Django

Laravel

React

Bootstrap

Angular

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

English

Spanish

French



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 – Playing with chemical reactions [International]
2017

🏆 3rd place “CienTistas e ArTistas II” Texas Instruments [National]
2016