# **GONÇALO PEREIRA**

### **Electrical and Computer Engineer**

@ goncalo\_pereira@outlook.pt in linkedin.com/in/g-pereira

**\ +351 919 157 890** github.com/G-Pereira Porto, Portugal c4f4s0g0

% https://g-pereira.github.io/



# **EXPERIENCE**

### **IoT Specialist**

#### **BUILT CoLAB**

Mar 2021 - Present

Porto, Portugal

• In a research team I am responsible for developing sensor networks for the construction sector

### **HDMI-LVDS Video Converter**

#### **Summer Internship**

APTIV, Braga, Portugal

- A video converter schematic circuit and layout were designed in order to be used as a debugging tool on infotainment systems development and valida-
- Several product life-cycle activities were performed, for example component replacement analysis due to components end-of-life as a way to interact with the company's team.

# Underwater Autonomous Vehicle for Target Searching **Computer Vision**

₩ Sep 2016 - Dec 2017

**♀** INESC TEC, Porto, Portugal

• I took part in a team which developed an underwater autonomous vehicle for a competition that had the mission to map and detect targets in an emergency response scenario where it's not proper to be explored by humans, inspired by the 2011 Fukushima accident.

# IoT Sensorization Solution for Solar Panel Laboratory **Field Experience**

**Aug** – Jan 2016

**♀** Lisbon, Portugal

• Developing a smart temperature and humidity sensor system for an oven to improve manufacturing yield was my initial contact with designing electronic systems to be used in a factory floor.

# **PUBLICATIONS**

# Cooperative Perception for (Automated) Road Transport **Enabled by Vehicular Networks**

### 2020 IEEE Vehicular Networking Conference (VNC)

**♀** IT, Porto, Portugal

- A cooperative perception platform was designed based on COTS hardware, including an initial implementation of the ETSI TR 103 562 standard using
- Low level configurations were performed requiring to compile a Linux kernel with custom configurations (devicetree files).
- Different processing units and sensors were tested in order to understand the feasibility and latency of cooperative perception in real scenarios.
- This work was developed in the scope of my master thesis and the project POCI-01-0145-FEDER-016426

# **EDUCATION**

Master in Electrical and Computer Engineering

Faculdade de Engenharia da Universidade do Porto (FEUP)

M Sept 2015 - Nov 2020

Microelectronics and Automation

# **Erasmus+ Program University of Twente**

## August 2018 - February 2019

- I consider the experience I had in the UT and in the Netherlands in general improved my critical thinking and my interaction in a multicultural environment
- The courses I took: System On-Chip design, **Embedded Computer Architectures, Internet** Security and Advanced Programming enriched my knowledge on Embedded Systems

# **STRENGTHS**

C/C++ for Embedded Systems **Electronics design** Linux

**Python** 



# LANGUAGES

Portuguese **Native** 

English - C1

Cambridge Certificate in Advanced English

# **LEISURE**



# **Sports**

Played basketball for 7 years in FC-Gaia and I still enjoy riding my bike on the weekends.



#### **Open-Source Contributions**

I enjoy creating gadgets for smart home devices and robots, and I often find myself contributing and developing open sourced projects on GitHub.

# **ACTIVITIES**

# **IEEE Robotics and Automation Student Chapter** Member and Founder Chair

🛗 Jan 2017 - Present

Porto, Portugal

- Being a leader in a team with people from different technical backgrounds improved my skills of knowledge sharing and organization of work teams by matching the right people together.
- Giving workshops also improved my experience in explaining topics clearly even if those were trivial for me.

Most popular workshop: https://github.com/ieeeupsb/workshop\_ESP8266

# IEEE R8 Student & Young Professional Congress 2018, Porto **Branding Team - Organization**

## 25 - 29 Jul 2018

Porto, Portugal

- My role was to arrange manufacture of designs made by the team balancing cost and quality of the different processes.
- During the event dates I also helped in logistics which gave me experience to think on possible needs of the participants and provide for them in proper time in order to make the participants enjoy the event.

# "Universidade Júnior" and "Mostra da Universidade do Porto"

**Tutor** 

## 2016, 2017 and 2018

**♀** FEUP, Porto, Portugal

• Talking about my study program and Engineering in general to help younger students choosing the right study path. To that end, workshops about robotics (sensors and actuators, maze solver and robot races) were presented.

"Projecto Saber"

### Volunteer

m Jan 2015 - June 2015

♥ Vila Nova de Gaia, Portugal

- Helping younger students in their homework was my initial experience in knowledge sharing.
- Hours in record: 36

# **HONORS AND AWARDS**

# POP'16 - Programming for Optimizing Performance

1st Place - Winner

## 19 Oct 2016

Porto, Portugal

• Six hour long competition to optimize the execution of a given program written in the C programming language.

#### F1 In Schools

### 2nd Place Regional and 10th Place Nacional

m Jan 2015 - June 2015

Porto, Portugal

• Won "Research and Development" award for the best engineering work.

## **PROJECTS**

### **Light Dimmer**

A Thread device using nRF52, OpenThread and Project CHIP

#### Doorbell

Door ringer using FreeRTOS on ESP32

#### IoT on Azure

MQTT on Azure IoT Hub cloud services using ESP32

#### Index PnP

Contributer to electronics design of opensource Pick and Place machine

### **ETSI Cooperative Perception**

V2X service implementation

#### **Audio RF System**

**FPGA Prototype** 

#### **PiTank**

Robot Learning game with ROS

# **PARTICIPATIONS**

#### POP'16

Optimize C code execution

#### F1 In Schools

Racing Car Prototype

Rapid Prototyping to solve a challenge

#### Neeeil It at CEiiA

Autonomous boat to solve maze

#### **Pixels Camp**

Supermarket chat bot