

Gonçalo Moreno

Undergrad Student



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Interests

3d ModelingAsset Creation

Procedural Generation

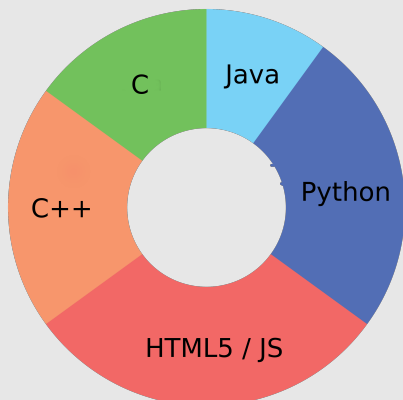
Web Scrapping

Data Mining & Machine Learning

Computer Graphics

Web Development

Languages



Summary

Committed student at FEUP and member of 2 student cores, NIAFEUP and NECG, while there I helped develop a number of projects, organized some events and with it learned new technologies, frameworks mostly in Web development and Computer Graphics. Biggest project that I have worked is Blender where I have contributed with bug fixes. Besides programming, I also enjoy game Modding and as such, I have learned to 3d Model (blender), Texture, in general, 3d game asset creation.

Technical Expertise

Programming: Python, C, C++, Java, Lua, Bash, OpenCL, Javascript, CSS, HTML, PHP.

Databases: MongoDB, MySQL, PostgreSQL, SQLite, UnQLite.

Technologies/Frameworks: Scrapy, Tensorflow, Numpy, Docker, AWS, PyGame, Flask, BootStrap, PyOpenCL.

Programs: Blender, Substance Painter, Substance Designer.

Education

2015 - 2020

(Expected) **MSc., Informatics Engineering** Faculty of Engineering of University of Porto
Porto, Portugal
Current GPA: 15/20

Experience

May 2016 -
Present

Informatics Teacher

RUTIS

Volunteer teacher of a class composed mostly of seniors/retirees basic computer skills such as using Windows, Office, Google Drive...

May 2016 -
Present

Active Member

NIAFEUP

Working on projects created/maintained by NIAFEUP, mostly web related.

- Developed the back end for a scrapper that collects the schools schedules.
- Taught a Python3 Workshop for the Talk-a-Bit Conference for a class of about 20 people.
- Taught a Blender Workshop for a class of about 20 people.

June 2015 -
Present

Member

NECG

Working on projects created/maintained by NIAFEUP, mostly computer graphics related.

April 2018

Participant

Make or Break

Participated on the 2018 edition of the Hackathon Make or Break where I and 3 other friends developed a simple and fun game.