



Tomás Belmar da Costa

Software Developer

Profile

ICT student in Stockholm with a passion for machine learning and game development. Over 6 years of mostly self-taught back-end programming experience.

Education

Information and Communications Technology, KTH Royal Institute of Technology, Stockholm

August 2020 — Present

Stanford University Online High School

September 2016 — July 2020

Carlucci American International School of Lisbon, Lisbon

September 2002 — June 2018

Projects

Minesweeper

Final project for a Computer Hardware Engineering course. A version of Minesweeper written in C that runs on a 128x64 OLED display on an Arduino UNO board.

Desolate Space (unfinished)

A game using gravity-based physics to make different planets try to outgrow and destroy each other. Written in C# using the Unity game engine.

Shortcut

A Ruby solution for faster access to folders in your computer. Shortcut allows you to register folder paths that you can then open through a name that you assign them.

Hospital Maps

Simple web-app that uses the Google Maps API to display any hospitals nearby a location.

Lowcate

Interactive location marker that uses the Google Maps public API to display, save, and share locations.

Game of Life

A JavaScript recreation of Conway's Game of Life.

Details

Pilvägen 46

Stockholm, 19142

Sweden

+46 72 442 3832

tomasbelmarcosta@gmail.com

Date / Place of birth

13/05/2002

Portugal

Nationality

Portuguese

Links

[GitHub](#)

[LinkedIn](#)

[Personal Website \(unfinished\)](#)

Skills

Python

Java

C#

Unity

JavaScript

C

Ruby

Git

Tensorflow

Languages

Portuguese

English

Spanish