

João Duarte

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Work Experience

Blue Prism | Mid Full-stack Developer

React, C#, Mobx, Redux, Docker, SQL

Remote, UK
Mar. 2022 - Present

- Developed BluePrism Decision as part of a sprint team
- Helped decrease build times of main product by over 33% (15-25min)
- Participated in Secure Code Warrior courses and tournaments - taking a 1st place at one of them

Blue Prism | Junior Full-stack Developer

Mar. 2021 - Mar. 2022

VivaDrive | Software Developer / Computer Vision Intern

Python

Warsaw, PL
Oct. 2020 - Feb. 2021

- Developed the automatic detection and localization of captured footage on the 3D space using open source SLAM and point cloud registration algorithms
- Developed the image recognition of captured footage to detect specific objects using YOLOv5
- Documented and tested the previous and ongoing development
- Worked directly with the external client Vinçotte using agile methodologies

Siemens | Software Developer Intern

Ionic, Cordova, Angular, NodeJS, Java/Spring and SQL

Lisbon, PT
Apr. 2017 - Jul. 2017

- Developed a native and hybrid mobile application demo for in-house use as an Event and Conference management
- Designed project requirements in cooperation with team lead
- Tested application in various platforms and devices to ensure compatibility and responsiveness

Siemens | Test Automation Intern

Java, Cucumber/Gherkin, JBehave and Maven

Lisbon, PT
Jan. 2016 - Mar. 2016

- Updated and developed automated tests for internal programs that helped reduce testing time
- Participated in project meetings with technical staff, members and external clients

Education

Bachelor in Videogames and Multimedia

Universidade Lusófona de Humanidades e Tecnologias

Lisbon, PT
Sep. 2017 - Feb. 2021

EQF L4 in Programming and Management of Computer Systems

Escola Profissional Bento de Jesus Caraça

Lisbon, PT
Sep. 2014 - Aug. 2017

Skills

Languages: C#, JavaScript, C, C++, SQL, Python, Solidity
Technologies: Git, Linux, React, Ionic, Angular, NodeJS
Others: Unity, Unreal, LaTeX, Atlassian Tools, Office, Photoshop, Maya

Projects

"The Artificer" game C#, Unity, 3D

Responsible for programming the Gameplay (character, interactions, mechanics), VFX (effects, animations) and UI (design and implementation), as well as being the main Game and Level Designer.

"MAD" game C#, Unity, Photon PUN, Online

Responsible for programming the Gameplay (character, mechanics), VFX (effects), UI (implementation), main Game and Level Designer, as well as handling the Production (business plan and marketing).

These and more projects fully available on my personal website.

Courses

CS50: Introduction to Computer Science

Harvard University

Languages

Portuguese: Native

English: Fluent

Spanish: Conversational

French: Basic