João Duarte

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Work Experience

Blue Prism | Mid Full-stack Developer — Remote, UK
React, C#, Mobx, Redux, Docker, SQL — 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 - Feb. 2022

VivaDrive | Software Developer / Computer Vision Intern — Warsaw, PL
Python — 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 — Lisbon, PT
Ionic, Cordova, Angular, NodeJS, Java/Spring and SQL — 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 — Lisbon, PT
Java, Cucumber/Gherkin, JBehave and Maven — 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 — Lisbon, PT
Universidade Lusófona de Humanidades e Tecnologias — Sep. 2017 - Feb. 2021

EQF L4 in Programming and Management of Computer Systems — Lisbon, PT
Escola Profissional Bento de Jesus Caraça — 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 website: jvd.netlify.com

Courses

CS50: Introduction to Computer Science — Harvard University

Languages

Portuguese: Native **English:** Fluent **Spanish:** Conversational **French:** Basic