

João Duarte

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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

Work Experience

VivaDrive Software Developer / Computer Vision Intern <i>Python</i>	Warsaw, PL Oct. 2020 - ... 2021
<ul style="list-style-type: none">• Developing the automatic detection and localization of captured footage on the 3D space using open source SLAM and point cloud registration algorithms• Developing the image recognition of captured footage to detect specific objects using Yolo• Documenting and testing the previous and ongoing development• Working directly with external client Vinçotte using agile methodologies	
Siemens Software Developer Intern <i>ionic, Cordova, Angular, NodeJS, Java/Spring and SQL</i>	Lisbon, PT Apr. 2017 - Jul. 2017
<ul style="list-style-type: none">• 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 <i>Java, Cucumber/Gherkin, JBehave and Maven</i>	Lisbon, PT Jan. 2016 - Mar. 2016
<ul style="list-style-type: none">• Updated and developed automated tests for internal programs that helped reduce testing time• Participated in project meetings with technical staff, members and external clients	
Attended and participated in several tech events in the industry.	

Skills

Languages:	C#, C , C++, Java, JavaScript, SQL, HTML / CSS, Python
Technologies:	Git, Linux, Ionic, Angular, JBehave, NodeJS, Spring
Others:	Unity, Unreal, Office, Photoshop, Maya, Atlassian Tools, LaTeX

Projects

"The Artificer" game <i>C#, Unity, 3D</i> 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 <i>C#, Unity, Photon PUN, Online</i> Responsible for programming the Gameplay (character, mechanics), VFX (effects). and UI (implementation), main Game and Level Designer, as well as handling the Production (business plan and marketing).
"Breakout" clone with game engine <i>C#, Command line</i> Recreated the popular game Breakout, running on a self-implemented game engine.
These and more projects fully available on my personal website.

Languages

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

Hobbies and Interests

Reenacting	Historical European Martial Arts	Technology	Games
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