João Duarte

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Education

Bachelor in Videogames and Multimedia   Lisbon, PT
Universidade Lusófona de Humanidades e Tecnologias   Sep. 2017 - Feb. 2021

EQF level 4 in Programming and Management of Computer Systems   Lisbon, PT
Escola Profissional Bento de Jesus Caraça   Sep. 2014 - Aug. 2017

Experience

VivaDrive | Software Developer / Computer Vision Intern   Warsaw, PL
Python   Oct. 2020 - Feb. 2021

- 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 v4
- Documenting and testing the previous and ongoing development
- Working directly with external client Vinçotte and 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

Attended and participated in several tech events in the industry.

Skills

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

Languages

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

Profile

I'm a polyvalent, analytical and hard-working programmer with a practical "get the things done" approach, who always thrives to achieve the best results.

I enjoy creating things that allow me to think outside the box, like videogames and applications, using a wide variety of technologies. My goal is to learn a lot and provide great experiences.

Currently I intend on beginning my career as a Junior Developer and Junior Game Programmer in the tech industry, while pursuing a Master's degree in Computer Science.

Hobbies and Interests

Reenacting	Historical European Martial Arts
Games and Technology	Travelling