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 L4 in Programming and Management of Computer Systems Lisbon, PT
Escola Profissional Bento de Jesus Caraça Sep. 2014 - Aug. 2017

Work Experience

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

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, React, JBehave, NodeJS, Spring
Others:	Unity, Unreal, Office, Photoshop, LaTeX, Atlassian Tools, 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). and UI (implementation), main Game and Level Designer, as well as handling the Production (business plan and marketing).

"Breakout" clone with game engine *C#, Command line*
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