



# JOÃO ÁLVARO FERREIRA

## SOFTWARE DEVELOPER

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### WORK EXPERIENCE

#### Miniclip

*Software Developer*

February 2022 – Present

*Lisbon, Portugal*

At Miniclip, I'm a key member of the LiveOps team for 8 Ball Pool, which is responsible for the game's content update pipeline, monetization features, and internal tooling.

- LiveOps contributions to 8 Ball Pool raised the average of daily active users to over 11 million, peaking at 14 million, and 130+ million yearly downloads.
- I had a central role in developing monetization features that contributed to a rise of 18% in the ARPPDAU.
- Working with a large, multi-disciplinary team, I have become experienced in collaborating with others to design tasks with complex requirements.
- Due to the frequent content releases, I am accustomed to working in a high-pressure environment with short deadlines.

**Key technologies:** Python, C++, Objective C, Lua, Jenkins, AWS, Google AppScript, Scrum methodology

#### Deloitte Touche Tohmatsu Limited

*Tech Analyst*

September 2021 – December 2021

*Porto, Portugal*

Front-end web at the Deloitte Digital Studio, in Porto. During my time as a tech analyst, I developed web components in React for an Adobe Experience Manager project.

**Key technologies:** React, Javascript, Bootstrap, Adobe Experience Manager

#### Deloitte Touche Tohmatsu Limited

*Mobile Application Developer*

July 2019 – August 2019

*Porto, Portugal*

An internship in the IT Financial Services department at Deloitte Digital, in Porto. I worked with Flutter, Node.js, and Postgres to develop a mobile app that leveraged AI algorithms to deliver customer recommendations.

**Key technologies:** Flutter, Dart, Node.js, Postgres

### EDUCATION

#### Faculdade de Engenharia da Universidade do Porto

*Integrated Masters in Informatics and Computer Engineering*

September 2016 - September 2021

*Porto, Portugal*

**Thesis:** Injustice and Balance in Pervasive Games

My master's thesis entailed the development of a platform that analyses data and detects imbalances for pervasive games (mobile games with geographical components). The tool then uses machine learning to propose solutions for these imbalances and displays how a change might impact each demographic group.

**Key technologies:** Python, Tensorflow, Tkinter

## OTHER PROJECTS

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### Overtime

February 2020 – June 2020

OverTime is a 3D first-person puzzle game I developed with a group of friends. It was a relatively large-scale project for what was our first video game release. Having taken a central role in this project, in creative, managerial, and technical aspects, it is a work that I am very proud of. It is available on my games portfolio, on my website.

**Key technologies:** C#, Unity, Blender

### TweetDelete

August 2019 – October 2022

A project to help manage Twitter accounts by leveraging API calls in a high volume. This is now inactive due to the API usage restrictions after Twitter was changed to X. It is available on my GitHub page.

**Key technologies:** Python

## CERTIFICATIONS

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- Cambridge English Proficiency Certificate: C2 level of English
- Oxford Pocket May 2015 Competition winner - Oxford University Press
- AWS Certified Cloud Practitioner
- Driver's License (B1)

## OTHER SKILLS

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- Very comfortable at public speaking, both in presentations and in leading group discussions
- Experience with image and video editing software.
- Skills in customization of computer hardware and computer building to fit specific parameters, such as with personal computers, gaming consoles, and Raspberry Pi.
- Experience writing scientific documents and reports.

## HOBBIES & INTERESTS

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- Music - I have 9 years of classical guitar training and 5 years of formal classical and jazz singing training.
- Sports - I go running and to the gym, I used to do kickboxing and play volleyball when I was younger.
- Chess - I'm part of a chess club and attend tournaments regularly.