





João Álvaro Cardoso Soares Ferreira


Date of birth: 19/05/1998

CONTACT


 Rua Isolino Domingues da Silva, 220 3ºB, Vila Nova da Telha
4470-773 Maia, Portugal
(Home)

 joaoalvaro.ferreira@hotmail.com


 (+351) 911863631

 <https://joaoalvaroferreira.netlify.app/>

 <https://www.linkedin.com/in/joao-alvaro-ferreira/>

 <https://github.com/JoaoAlvaroFerreira> (GitHub)

 <https://www.facebook.com/JAlvaroFerreira>

 jota_ha (Skype)

WORK EXPERIENCE

01/02/2022 – CURRENT Lisbon, Portugal

Software developer Miniclip

At Miniclip, I'm a part of the 8 Ball Pool development team, where my work includes:

- LiveOps engineering, releasing weekly updates with new content and release pipeline maintenance
- Tool development for database management, iterating on the release process
- General mobile feature development and maintenance

31/08/2021 – CURRENT Porto, Portugal

Tech Analyst Deloitte Touche Tohmatsu Limited

Front-end web development and mobile app development at the Deloitte Digital Studio, in Porto.

30/06/2019 – 01/08/2019 Porto, Portugal

Mobile application developer Deloitte Touche Tohmatsu Limited

The project was a 5 week internship in the IT Financial Services department at Deloitte Digital, in Porto. During these weeks I was mentored by a senior developer and worked with Flutter, Node.js and Postgres to develop a mobile app.

EDUCATION AND TRAINING

08/2016 – 08/2021 Porto, Portugal

Integrated Masters in Informatics and Computing Engineering Faculdade de Engenharia da Universidade do Porto

Field of study Software and applications development and analysis , Computer use , Information and communication technologies not elsewhere classified | **Final grade** Average: 14,02 | **National classification** Fifth Year | **Thesis** Thesis: Injustice and Balance in Pervasive Games

08/2013 – 06/2016 Maia, Portugal

Secondary level of education Colegio Novo da Maia

LANGUAGE SKILLS

MOTHER TONGUE(S): Portuguese

Other language(s):

English

Listening C2

Reading C2

Writing C2

Spoken production C2

Spoken interaction C2

Spanish

Listening B1

Reading B1

Writing B1

Spoken production B1

Spoken interaction B1

DIGITAL SKILLS

In-depth knowledge of Machine Learning and AI approaches | Reinforcement Learning | Java | C++
Python | Git | JSON | C | Linux | XML | JavaScript | Bootstrap | RESTful api | Object-Oriented Programming
Unit Testing | Nodejs | API Integrations | Prolog | WebGL | Flutter | Proficient User of Latex | React Native
Design and management of a relational Database | Dart programming language | IOS (Objective-C, Swift) | SQ
L and MS-SQL | Google Suite (Doc, Slides, Form, Sheet, Drive) | Microsoft Office package: Microsoft Word,
Excel, PowerPoint, Access

ADDITIONAL INFORMATION

Conferences and seminars

- **Conferences** Parlamento dos Jovens 2013 - Overcoming the Crisis

Honours and awards

- **2016** Colégio Novo da Maia
- **CNM Secondary School Artistic Award** Awarded due to musical performances in school shows.
- **2015**
- **Honours and awards** Oxford Pocket May Competition winner - Oxford University Press

Communication and interpersonal skills

- **Communication and interpersonal skills** - Very comfortable at public speaking, both in presentations and leading discussions in meetings
- Good teaching skills and contact skills with children as a tutor (from Elementary to High School-level Math, Chemistry, Physics and English)

Job-related skills

- **Job-related skills**
- Good leadership and group management skills
- Previous work in a variety of software design contexts, from low to high-level programming, from mobile and web development to machine learning research, among many others (available on my GitHub page)
- Skills in building and customizing hardware of computers, gaming consoles and other devices (such as small projects with Raspberry Pis)
- Experience writing scientific documents and reports

Driving Licence

- **Driving Licence:** B1
- **Driving Licence:** B

Certificates

- **01/09/2021 – 27/09/2021**
- **AWS Certified Cloud Practitioner**
- Valid until 2024, this certificate shows I have a working knowledge of the AWS cloud service, which I also rely on regularly in my work at Miniclip.
- **13/10/2018**
- **PwC Case Study Competition**
- A case study competition organized by PwC in FEUP, 13th October 2018
- **09/2015 – 05/2016**
- **Cambridge English Level 3 Certificate in ESOL International (Proficiency)**
- A course and exam taken through Cambridge University that certifies my C2 level of English.

Hobbies and interests

- **Chess** I regularly participate in FIDE-rated tournaments and compete at a high level.
- **Music** 9 years of classical guitar training and 5 years of formal classical and jazz singing training

Creative works

12/2019 – 06/2020

OverTime OverTime is a video game I developed with four friends in 2020. 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. OverTime is a puzzle game with very unique time mechanics, leading the player to interact with a clone that replicates their previous movements in each level. The player then has to think creatively with the tools provided to evade monsters and get to the end of the levels.

Link <https://joaoalvaroferreira.itch.io/overtime>

TweetDelete A small 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.

Link <https://github.com/JoaoAlvaroFerreira/TweetDelete>