



## João Álvaro Cardoso Soares Ferreira

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### 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 – 31/12/2021 Porto, Portugal  
**TECH ANALYST DELOITTE TOUCHE TOHMATSU LIMITED**

Front-end web and mobile development at the Deloitte Digital Studio, in Porto. Most of the work was done on projects with AEM (Adobe Experience Manager).

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):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
<b>ENGLISH</b>	C2	C2	C2	C2	C2
<b>SPANISH</b>	B1	B1	B1	B1	B1

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## ● **DIGITAL SKILLS**

In-depth knowledge of Machine Learning and AI approaches | Reinforcement Learning | Java | C++ | Python | Git | SQL | JSON | HTML | CSS | C | MySQL | Linux | XML | JavaScript | PHP | JQuery | Bootstrap | AJAX | RESTful api | HTML5 | Object-Oriented Programming | Unit Testing | MongoDB | Nodejs | API Integrations | Dart | Prolog | Database design | lisp | WebGL | Flutter | Proficient User of Latex | React Native

## ● **ADDITIONAL INFORMATION**

### **CONFERENCES AND SEMINARS**

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

### **HONOURS AND AWARDS**

2016

**CNM Secondary School Artistic Award – Colégio Novo da Maia** 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)
- Experience with image and video editing software
- Skills in customization computer hardware and computer building to fit specific parameters, namely with personal computers, gaming consoles, and Arduinos
- 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**

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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)**

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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>