




# João Álvaro Cardoso Soares Ferreira


**DATE OF BIRTH:**  
19/05/1998


## CONTACT

Gender: Male

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

 [joaoalvaro.ferreira@hotmail.com](mailto:joaoalvaro.ferreira@hotmail.com)

 (+351) 911863631

 [https://  
joaoalvaroferreira.netlify.app/](https://joaoalvaroferreira.netlify.app/)

**LinkedIn:** [https://  
www.linkedin.com/in/joao-  
alvaro-ferreira/](https://www.linkedin.com/in/joao-alvaro-ferreira/)

**Other:** [https://github.com/  
JoaoAlvaroFerreira](https://github.com/JoaoAlvaroFerreira)

**Facebook:** [https://  
www.facebook.com/  
JAlvaroFerreira](https://www.facebook.com/JAlvaroFerreira)

**Skype:** jota\_ha

## WORK EXPERIENCE

**01/07/2019 – 02/08/2019**

### 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.

Porto, Portugal

**01/09/2021 – CURRENT** – Porto, Portugal

### Tech Analyst

Deloitte Touche Tohmatsu Limited

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

## EDUCATION AND TRAINING

**09/2016 – 08/2021** – Porto, Portugal

### Integrated Masters in Informatics and Computing Engineering

Faculdade de Engenharia da Universidade do Porto

#### Field(s) of study

◦ Information and Communication Technologies : *Software and applications development and analysis* | *Computer use* | *Information and communication technologies not elsewhere classified*

Average: 14,02 | Thesis: Injustice and Balance in Pervasive Games | Fifth Year

**09/2013 – 06/2016** – Maia, Portugal

### Secondary level of education

Colegio Novo da Maia

## LANGUAGE SKILLS

**MOTHER TONGUE(S):** Portuguese

**OTHER LANGUAGE(S):**

### English

|                        |                      |                                |                                 |                      |
|------------------------|----------------------|--------------------------------|---------------------------------|----------------------|
| <b>Listening</b><br>C2 | <b>Reading</b><br>C2 | <b>Spoken production</b><br>C2 | <b>Spoken interaction</b><br>C2 | <b>Writing</b><br>C2 |
|------------------------|----------------------|--------------------------------|---------------------------------|----------------------|

### Spanish

|                        |                      |                                |                                 |                      |
|------------------------|----------------------|--------------------------------|---------------------------------|----------------------|
| <b>Listening</b><br>B1 | <b>Reading</b><br>B1 | <b>Spoken production</b><br>B1 | <b>Spoken interaction</b><br>B1 | <b>Writing</b><br>B1 |
|------------------------|----------------------|--------------------------------|---------------------------------|----------------------|

## 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

## CONFERENCES AND SEMINARS

### Conferences

Parlamento dos Jovens 2013 - Overcoming the Crisis

## HONOURS AND AWARDS

### Honours and awards

CNM Secondary School Artistic Award - 2015/2016

### Honours and awards

Oxford Pocket May Competition winner - Oxford University Press

## COMMUNICATION AND INTERPERSONAL SKILLS

### Communication and interpersonal skills

- Good teaching skills and contact skills with children as a tutor (from Elementary to High School-level Math, Chemistry, Physics and English)
- Good improvisational and public speaking skills due to years of experience as a manager for sessions of improvisation-centered games and events

## 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

## OTHER SKILLS

### Other skills

- Kickboxing: 4 years of weekly training sessions
- Music: 9 years of classical guitar training and 5 years of formal classical and jazz singing training

## COURSES

### Courses

PwC Case Study Competition in FEUP, 13th October 2018

## CREATIVE WORKS

01/2020 – 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.

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