João Álvaro Cardoso Soares Ferreira

Date of birth: 19/05/1998 | **Gender:** Male | **Phone number:**

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https://www.linkedin.com/in/joao-alvaro-ferreira/ | **GitHub:**

https://github.com/JoaoAlvaroFerreira | **Facebook:**

https://www.facebook.com/JAlvaroFerreira | **Skype:** jota_ha |

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

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, delivering 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 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	
ENGLISH	C2	C2	C2	C2	C2
SPANISH	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

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