JOÃO ÁLVARO FERREIRA
SOFTWARE DEVELOPER

joaoalvarocsferreira@gmail.com ✉
+351 911863631 📞
joaoalvaroferreira.netlify.app 🌐
github.com/JoaoAlvaroFerreira ⬡
linkedin.com/in/joao-alvaro-ferreira/ in

WORK EXPERIENCE

Miniclip	**February 2022 – Present**
Software Developer	*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 ARPDAU.
- 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, React, Flask, Lua, Jenkins, AWS, Google AppScript, Scrum

Deloitte Touche Tohmatsu Limited	**September 2021 – December 2021**
Tech Analyst	*Porto, Portugal*

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

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

Deloitte Touche Tohmatsu Limited	**July 2019 – August 2019**
Mobile Application Developer	*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	**September 2016 - September 2021**
Integrated Masters in Informatics and Computer Engineering	*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, Machine Learning

OTHER PROJECTS

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

Exploring Multi-Output Regression and Reinforcement Learning for Game Adaptivity
                                                                                      December 2020 – January 2021

Research made into the subject of adaptive games, using reinforcement learning and supervised learning methods such as multi-output regression and individual regression. A prototype of the video game Breakout, along with simulated personalities, were the basis for data collection. The research developed produced promising results for the supervised learning methods, multi-output regression in particular, which has shown to be a viable method for implementations of game adaptivity.

This project resulted in a scientific paper, available on my personal website.

Key technologies: C#, Python, Unity, Data Mining, Multi-output Regression, Reinforcement Learning

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
- 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
- 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
- Music - I have 9 years of classical guitar training and 5 years of formal classical and jazz singing training.
- Sports - I do weight-lifting and run, I used to do kickboxing and play volleyball competitively.
- Chess - I'm part of a chess club and attend tournaments regularly.