João Álvaro
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DATE OF BIRTH:
19/05/1998

CONTACT

Gender: Male

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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

EDUCATION AND TRAINING

09/2013 – 06/2016 – Maia, Portugal

Secondary level of education

Colegio Novo da Maia

09/2016 – CURRENT – 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 | 270 credits

LANGUAGE SKILLS

MOTHER TONGUE(S): Portuguese

OTHER LANGUAGE(S):

English

Listening	Reading	Spoken production	Spoken interaction	Writing
C2	C2	C2	C2	C2

Spanish

Listening	Reading	Spoken production	Spoken interaction	Writing
B1	B1	B1	B1	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