JOÃO CHAVES

Informatics and Computing Engineering Master's Student @ FEUP

CONTACT

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EDUCATION

MASTERS IN INFORMATICS AND COMPUTING ENGINEERING

2014 - 2019

Faculdade de Engenharia da Universidade do Porto

COMPUTER SKILLS

- SQLite, PostgreSQL, MySQL, NoSQL

- HTML5, JavaScript, CSS3, JQuery, XML, Node.js, Vue.js

- Java, C#, ASP.NET, C/C++, Linux, Prolog, Python

ABOUT

Hi! My name is João Chaves and I'm 22 years old. I'm currently taking a Masters Degree in Informatics and Computers Engineering. At the moment, I'm writing a Masters Thesis in the fields of data mining and artificial intelligence, although my main interest is in the area of web development. When I'm not working, I enjoy spending my time in outdoor activities and hanging out with friends. Besides that, I don't say no to a good evening of gaming. I also love cooking.

EXPERIENCE

FULL STACK DEVELOPER

CoinOTC Unipessoal Lda. | July 2018 - Present

- Development of a website that allows buying and selling several cryptocurrencies
- The frontend is developed using Vue.js
- For backend, a Node.js server is used, and the API is developed using Sequelize and FeathersJS

PROJECTS

MARTIAN CHESS

September 2016 - December 2016

A board game developed using Prolog and a 3D environment developed in WebGL to represent the game states.

HOWTOLIFE

September 2016

Mobile game that has a background story and the main goal is to complete several mazes in order to discover the story. Project developed during the imaginChallenge 2016 - Mobile Games Edition, in Barcelona.

THUNDER AUCTIONS

March 2017 - June 2017

Web Store where the users were able to bid on auctions or create their own auctions, using the English or Dutch auction system.

BRAINCHESS

September 2017 - December 2017

Website that has the purpose of strengthening the cognitive abilities of the user through very specific chess-based exercises. This project was part of the project Coding for Social Impact and was presented in the 6th edition of Talk A Bit, on January 20th, 2018, at FEUP.