João Coelho

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EDUCATION

Secondary School

DOM DIOGO DE SOUSA   *Set. 2018 - Jun. 2021*

Bachelor of Software Engineering

UNIVERSITY OF MINHO   *Set. 2021 - Present*

WORK EXPERIENCE

CoderDojo   *Braga, PT*

PYTHON MENTOR   *Mar. 2024 - Present*

- CoderDojo is a free, volunteer-led, community-based computer club with the objective of teaching programming to a younger audience (ages 7-17).
- Engage as a dedicated volunteer Python mentor, empowering more than 30 young enthusiasts with coding skills and fostering a love for technology.

Cesium   *Braga, PT*

CAOS COLLABORATOR   *Mar. 2024 - Present*

- Cesium is a student organization at the University of Minho for software engineering students, providing opportunities for networking, collaboration, and skill development.
- Collaborate as a member of the CAOS (Centro de Apoio ao Open-Source) department, which is responsible for all software development activities within Cesium.

PROJECTS

Distributed Computing for Scalable Function Execution   *Braga, PT*

LEAD DEVELOPER   *Oct. 2023*

- Developed a cloud computing service for executing user-defined functions in a distributed environment.
- Designed and implemented a scalable system architecture with a central server managing task queues and coordinating multiple worker servers, enhancing scalability and fault tolerance.
- Established a task execution system allowing clients to submit code for execution on remote servers, with comprehensive error handling and result reporting.

CardBid   *Braga, PT*

DEVELOPER   *Nov. 2023*

- Dynamic web application using Blazor, C#, HTML, and CSS, aimed at facilitating card auctions and competitions among users.
- Implemented authentication and profile management features to ensure secure access and personalized experiences for users.
- Integrated a robust auction system allowing users to compete in real-time bidding wars for coveted cards.

Vintage Marketplace   *Braga, PT*

DEVELOPER   *Feb. 2023*

- Developed a robust vintage marketplace management system.
- Implemented administrative tools for user management, transaction monitoring, and report generation.
- Designed a user-friendly interface for effective interaction with the vintage marketplace platform.

SKILLS & INTERESTS

Technical: Python, JavaScript, Java, C++, C, Elixir, C#, Rust, Haskell, MySQL, MongoDB, Vue.js, HTML, CSS, Tailwind CSS, Node.js

Language: Portuguese (Native), English (Proficient)

Interests Distributed Systems, Network Security, Artificial Intelligence, Machine Learning, UX/UI Design