João de Jesus Costa

Software Engineer

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About me

Software engineer currently enrolled in a Master's degree in Informatics and Computing Engineering at FEUP. Interests mainly reside in developing software, server administration, writing, and electronics. Has experience conducting workshops related to informatics as a member of IEEE's University of Porto student branch, and working in large teams.

Skills

Hard skills

C - C++

DevOps

Java

Linux

Python

Language skills

| Portuguese | **Native** |
| English | **C1** |

Soft skills

communication   problem-solving   flexibility

Hobbies/Interests

Working on personal projects involving informatics and (sometimes) electronics. Often, these projects lead to contributions to open-source software. Enjoys maintaining a personal server and blog.

Education

| 2021 - Current | **Master of Science** *Majoring in Informatics Engineering* | Faculty of Engineering of the University of Porto (FEUP) |
| 2018 - 2021 | **Bachelor of Science** *Final grade 18/20* | Faculty of Engineering of the University of Porto (FEUP) |

Work experience

2022 — Software developer — Critical Software

Enrolled in the summer internship program at Critical Software (Summer Camp), with the objective of learning more about the company's activities, and developing soft-skills. Developed three projects, and attended multiple workshops during this one-month internship.

2020-2021 — Computer games developer — LusoInfo

Responsible from the team tasked to recreate a set of educational games, developed in flash, in the Unity game engine. These games were then hosted in the company's website to be played by children (aged 6 to 14) at school. Developed the games in C# for the Unity game engine, with an emphasis on performance so the games ran on WebGL on lower-end computers.

Projects

2022 — μKernel — Project's GitHub page

A real-time micro-kernel for the Arduino UNO supporting POSIX style tasks, mutexes, EDF scheduling, task sleeping, and assertions. Responsible for most of the implementation and research for the project.

2021 — Dry Beans classification — Project's GitHub page

Model (unsupervised learning) to classify beans between seven classes with similar features. This served as an opportunity to gain experience in data science and machine learning libraries for python. Responsible for part of the data analysis and treatment, the application of unsupervised learning algorithms, and the comparison of the results.

2021 — Segmentation Fault — Project's GitHub page

Online QA web application resembling StackOverflow. This project was developed with the purpose of learning Bootstrap, Docker, Laravel, and PostgreSQL. Responsible for the Docker image, database design and indexes, most of the front-end, and accessibility/design choices.

2020-2021 — MAWW — Project's GitHub page

Program that allows users (using X11) on Linux to have animated backgrounds, regardless of their compositor. This project is available as an Arch Linux package on the AUR.