



João de Jesus Costa

Software Engineer



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About me

I'm a software engineer currently enrolled in a Master's degree in Informatics and Computing Engineering at FEUP. My interests mainly reside in developing software, taking care of my servers, writing (I have a blog), and developing projects using microcontrollers. I have 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 <i>Majoring in Informatics Engineering</i>	Faculty of Engineering of the University of Porto (FEUP)
2018 - 2021	Bachelor of Science <i>Final grade 18/20</i>	Faculty of Engineering of the University of Porto (FEUP)

Work experience

2022	Software developer 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.	Critical Software
2020-2021	Computer games developer 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.	LusolInfo

Projects

2022	µKernel 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.	Project's GitHub page
2021	Dry Beans classification 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.	Project's GitHub page
2021	Segmentation Fault 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.	Project's GitHub page
2020-2021	MAWW 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.	Project's GitHub page