



# 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 | <b>Master of Science</b><br><i>Majoring in Informatics Engineering</i> | Faculty of Engineering of the University of Porto (FEUP) |
| 2018 - 2021    | <b>Bachelor of Science</b><br><i>Final grade 18/20</i>                 | Faculty of Engineering of the University of Porto (FEUP) |

## Work experience

|           |   |                   |
|-----------|---|-------------------|
| 2022      | <b>Software developer</b><br>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 | <b>Computer games developer</b><br>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      | <b>µKernel</b><br>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.  | <a href="#">Project's GitHub page</a> |
| 2021      | <b>Dry Beans classification</b><br>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. | <a href="#">Project's GitHub page</a> |
| 2021      | <b>Segmentation Fault</b><br>Online QA web application resembling <a href="#">StackOverflow</a> . 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.  | <a href="#">Project's GitHub page</a> |
| 2020-2021 | <b>MAWW</b><br>Program that allows users (using X11) on Linux to have animated backgrounds, regardless of their compositor. This project is available as an <a href="#">Arch Linux package</a> on the AUR.   | <a href="#">Project's GitHub page</a> |