



João de Jesus Costa

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Nationality: Portuguese

Gender: Male

CONTACT

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ABOUT ME

I am currently enrolled in a Master's degree in [Informatics and Computing Engineering](#) at FEUP. My interests mainly reside in developing software, system administration, writing, and electronics. Furthermore, I've conducted workshops in different topics (relating to informatics) while being part of the IEEE's University of Porto student branch.

LANGUAGE SKILLS

MOTHER TONGUE(S): Portuguese

OTHER LANGUAGE(S):
English

Listening
C2

Reading
C2

**Spoken
production**
C1

**Spoken
interaction**
C1

Writing
C1

WORK EXPERIENCE

07/2022 – 08/2022 – Porto, Portugal

Software developer

Critical Software

I enrolled in the summer internship program at Critical Software. This was a one-month internship with the objective to learn more about the company's activities by developing projects, and develop soft-skills by participating in workshops.

07/2020 – 09/2021 – Maia, Portugal

Computer games developer

LusoInfo

I was part of a team responsible to recreate educational games, previously developed in flash, in the [Unity](#) game engine. These games were then hosted in the companies website to be played by children aged 6 to 14 at school.

I had to code in C# and work with Unity game engine to recreate the game's mechanics visually and optimize the build to be run on lower-end computers' browsers. Furthermore, I also had the opportunity to work with sound to develop a lip-syncing package for the in-game speaking characters.

EDUCATION AND TRAINING

09/2021 – CURRENT – Rua Dr. Roberto Frias, Porto, Portugal

Master degree in Informatics and Computing Engineering

Faculty of Engineering of the University of Porto (FEUP)
<https://fe.up.pt>

09/2018 – 06/2021 – Rua Dr. Roberto Frias, Porto, Portugal

Bachelor degree in Informatics and Computing Engineering

Faculty of Engineering of the University of Porto (FEUP)
18/20 | <https://fe.up.pt>

PROJECTS

01/2022 – 06/2022

µKernel

<https://github.com/JoaoCostaIFG/SETR/tree/master/uKernel>

A real-time micro-kernel for the [Arduino UNO](#) supporting POSIX style tasks, mutexes, EDF scheduling, task sleeping, and assertions. This was developed as a learning exercise for a university curricular unit.

10/2020 – 07/2021

MAWW

<https://github.com/JoaoCostaIFG/MAWW>

This program 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](#).

02/2021 – 06/2021

Dry Beans Classification

<https://github.com/JoaoCostaIFG/IART/tree/master/Proj2>

In this project, we developed a 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.

I was responsible for part of the data analysis and treatment, the application of unsupervised learning algorithms, and the comparison of the results.

02/2021 – 06/2021

Segmentation Fault

<https://github.com/JoaoCostaIFG/LBAW/wiki>

An online QA web application resembling [StackOverflow](#). This project was developed for the learning experience of using Bootstrap, Docker, Laravel, and PostgreSQL.

I worked in a team and was responsible for the Docker image, part of the SQL (mainly indexes and database design), most of the front-end, and accessibility/design choices.