JOÃO MONTEIRO

A creative informatics engineer

I am an informatics engineer with an eye for design. Those fields complement each other perfectly, and since I am very interested in the area where they intersect I mostly focus on the front-end or UX of the projects I am involved in.

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💬 Teamwork | Leadership | Communication | Autonomy | Willingness to learn

`</>` Figma, Sketch | Java | HTML, JS, CSS, Sass | R | Scientific writing | Project management

⚙ Adobe Suite (Xd, Ps, Ai, Id, Pr) | Design thinking | Entrepreneurship | Marketing

✏ Writer for UX Collective on Medium | Published author on Pplware (largest Portuguese tech news platform)

EXPERIENCE

2017-Present — INESC TEC
Research fellow
Porto, Portugal

I continued my thesis project, a **mobile app to help patients**. My responsibilities were:
- Scientific research;
- Supervision of 2 other research fellows;
- Continued development of the app;
- Methodical evaluation of its features;
- Presenting at conferences and events.

2018 — SolidSoft
UX designer
Lisbon, Portugal (remote)

I was hired to **develop interfaces for the app "GC - Gestão de Condomínios"**. The job entailed:
- Analysis of the current implementations;
- Study of the mobile and desktop apps;
- Development of interfaces for both apps.

2015-2017 — MG Consulting
Web developer and Social Media Manager
Loulé, Portugal (remote)

I started as a web developer and **gained more responsibilities over time**, such as:
- Development of the website;
- Content curation for the website;
- Social media content creator;
- Social media manager.

2015-2017 — NeuroAV
Web developer
Aveiro, Portugal (remote)

I was **in charge of NeuroAv's website**. During my time there, I did:
- Development of the website;
- Creation of a Bootstrap-based custom CSS template to distinguish the website;
- Management of website content.

EDUCATION

2011-2017 — Faculty of Engineering of the University of Porto
Informatics and Computing Engineering (BSc + MSc)
Porto, Portugal

I **graduated in 2017** with a grade of 19/20 in my final thesis after learning a lot from:
- Being **team leader & project manager** in a team of 6 developers, 2 multimedia students, and 2 designers;
- Being a **product owner** in a team of 5;
- Being the **requirements elicitor** in two different projects involving real companies;
- **Making presentations** for audiences of hundreds of people;
- Specialising in **UX-related courses**;
- **Winning 2nd place** in the MSc category of the Fraunhofer Portugal Challenge 2017.

2015 — School of Science and Technology of Aalto University
Computer Science
Espoo, Finland

I did a semester of **Erasmus+ in Finland**, in which I obtained a grade of 4,5/5. I learnt a lot about:
- Design thinking;
- Pedagogical technologies;
- Web design;
- Software design and modelling;
- Interculturalism;
- Adapting to different environments and people.