# JORGE MOTA

## Software Engineer

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## ABOUT ME

I'm a computer science enthusiast searching for more knowledge and challenges. I'm mainly interested in Computer Graphics but i also love to follow new technologies, so in my free time i often try to learn something new and frequently improve my skills with my projects.
I mainly use Linux as operating system but i also use Windows for some OS dependent apps.

## EXPERIENCE

### Internship
**LVEngine**

🗓 June 2018 - 1 Month  📍 Portugal

- Developed an artificial intelligence product recommendation engine.

## EDUCATION

### Sciences and Technology
**Ribadouro**

🗓 2013 – 2017  📍 Porto

### Integrated Master's Degree in Computer Engineering
**University of Minho**

🗓 2017 – Now  📍 Braga

## EVENTS

### Event
**Hash-code**

🗓 Feb 2021  📍 Portugal

- 3rd place in the CeSIUM@SEI Hub.

### Event
**Hackaton - SEI**

🗓 Feb 2021  📍 Portugal

- An automated calendar for student classes.

## SKILLS

`Git` `C` `C++` `Rust` `GLSL` `Python` `Lua` `Makefile/Cmake/Xmake` `SQL` `MongoDB` `PostgreSQL` `Javascript` `Bash` `LaTeX` `Java`

## PROJECTS

- Low level 3D Rendering Engine with C++ and Vulkan
- C++ Software Path Tracer
- 3D Rendering Engine with C++ and Vulkan
- 3D Rendering Engine with C++ and OpenGL
- Computer Vision and Post proccessing algorithms in Matlab
- Ticket Selling app using Python Flask and Xamarim
- A resource sharing educational platform using ExpressJS and MongoDB
- A Book management WebApp made using ExpressJS, MongoDB and VueJS with a product recomendation Service
- Fully featured Mobile App for animal adoption with an AI powered recommendation system

## AREAS OF INTEREST

- Computer Graphics
- High Performance Computing
- Computer Vision
- Cryptography
- Operating Systems

## LANGUAGES

**English** ●●●●○
**Portuguese** ●●●●●
**Spanish** ●●●○○