

# Europass Curriculum Vitae

#### **Personal Information**

First Names / Surnames

Address

Mobile

**Email** 

Website

Nationality

Date of Birth

Gender

**Occupational Field** 

**Work Experience** 

Dates

Occupation or Position Held

Main Activities and Responsibilities

Type of Business or Sector

Dates
Occupation or Position Held

Main Activities and Responsibilities

Name and Address of Employer

Partner

Type of Business or Sector

**Education and Training** 

Title of Qualification Awarded

Principal Subjects / Occupational Skills Covered

Name and Type of Organisation Providing Education and Training Ricardo Filipe Gomes Amaral

(not shown due to privacy protection)

(not shown due to privacy protection)

(not shown due to privacy protection)

http://ricardoamaral.net

Portuguese

 $5^{th}$  May, 1984

Male

**Software Engineering / Programmer** 

 $\textbf{September 2011} \longrightarrow \textbf{Present}$ 

**Android Programmer** (Self-Employed)

Conception and development of applications for the Android platform with the highest requirements for quality. Achieving them with the best development practices and design standards. Currently with a single application published in the Play Store entitled 'Notification Agenda'.

Mobile Application Development

October 2004 --- January 2008

Web Developer

Development of a content management system (CMS) including various web applications such as the main content management, news management, portfolio management, dynamic online application form and newsletters. The system was built using the PHP language and destined for a variety of websites.

HighBrand (http://www.hb.com.pt) 1700-116 Lisboa, PORTUGAL

Rui Rocha (rui.rocha@hb.com.pt)

Software Development

September 2005 → July 2012

Informatics Engineering (BSc)

Elements of Systems Engineering; Functional Programming; Imperative Programming; Computing Systems; Algorithms and Complexity; Computer Architectures; Calculus of Programs; Data Communications; Object-Oriented Programming; Operating Systems; Databases; Computer Graphics; Computer Communications; Development of Software Systems; Language Processing; Computer Networks; Knowledge Representation and Reasoning Systems; Distributed Systems.

University of Minho 4710-057 Braga, PORTUGAL

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**Dates** 

Title of Qualification Awarded

Principal Subjects / Occupational Skills Covered

Name and Type of Organisation **Providing Education and Training** 

Date

Event

Organisation of Training

## **Personal Skills and** Competences

**Mother Tongue** 

Other Languages

Self-Assessment European Level(\*)

**English** 

Social Skills and Competences

Organisational Skills and Competences

**Computer Skills and Competences** 

September 1999 → July 2005

#### **Undergraduate in a Computer Technology Course**

Programming Languages and Techniques; Computer Applications; Introduction to Information Technologies; Structure and Organisation and Data Processing.

José Régio High School 4480-794 Vila do Conde, PORTUGAL

November 2003

Seminar "Entrepreneurship - Innovation in Motion"

Academy of Entrepreneurs

#### **Portuguese**

Understanding				Speaking				Writing	
	Listening		Reading		Spoken Interaction		Spoken Production		
C1	Proficient User	C1	Proficient User	В2	Independent User	В2	Independent User	C1	Proficient User

<sup>(\*)</sup>Common European Framework of Reference (CEF) Level

- Good ability to work individually or as a team with a strong sense of responsibility on any of the situations;
- Ability to respond well under pressure preserving a professional rigour;
- Excellent communication and argumentation ability coupled with a critical thinking;
- Ability to take the initiative and make diligent careful decisions.
- Ability to manage projects with a sense of organization and competence;
- Ease of transmission of knowledge and development methodologies;
- Elevated ability for self-criticism and self-evaluation of the work performed.
- Languages and/or Technologies (Intermediate-Advanced): PHP, C#, Java, HTML, CSS, JavaScript, jQuery, JSON and SQL;
- Languages and/or Technologies (Basic-Intermediate): C/C++, VB.NET, Haskell, Prolog, XML and LaTeX;
- Languages and/or Technologies (Others): ASP.NET, ActionScript, Pascal, PL/SQL, UML, Razor and Swing;
- Database Management Systems: MySQL, Oracle, SQL Server and SQLite;
- Version Control Systems: Git and SVN;
- Miscellaneous: Android SDK, OpenGL, MVC, Apache HTTP Server, Flex (Lexical Analyser Generator), Yacc (Compiler Generator) and Regular Expressions.
- Operating Systems: Microsoft Windows, Mac OS X and Linux;
- Integrated Development Environments: Microsoft Visual Studio, Eclipse, NetBeans and Oracle SQL Developer;
- Productivity Software: Microsoft Office, OpenOffice/LibreOffice, Adobe Photoshop, Adobe Illustrator, Adobe Lightroom, Adobe Premiere Pro, Adobe After Effects, Adobe Flash and Adobe Dreamweaver;
- Computational Software: Mathematica and MATLAB.

**Artistic Skills and Competences** 

Photography.

Other Skills and Competences

• Ease of learning and research autonomously.

**Driving License B** Category

## **Additional Information**

**Publications** 

«Basic templating system in PHP», PROGRAMAR Magazine (9 $^{th}$  Edition), Portugal-a-Programar Community, July 2007.

**Programming Contests** 

«androidPT Programming Contest», Notification Agenda Application, 2<sup>nd</sup> Place, AndroidPT Community, November 2011.

«Programming Tournament for High School Students (ToPAS)»,  $\mathbf{3}^{rd}$  Place, Department of Computer Science, Faculty of Sciences of University of Porto, May 2005.

«Programming Tournament for High School Students (ToPAS)»,  $\mathbf{4}^{th}$  Place, Department of Computer Science, Faculty of Sciences of University of Porto, May 2004.

## **Appendices**

Appendix I Appendix II Personal Projects Developed University Projects Developed

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## Appendix I

#### **Personal Projects Developed**

## **Notification Agenda**

**Android Application** 

http://play.google.com/.../details?id=net.ricardoamaral.apps.notificationagenda

Technologies Used

Android SDK

**Project Summary** 

Simple application which turns small notes into pleasing status bar notifications with fancy high quality icons.

#### **FireNotes**

Windows Application

**Technologies Used** 

C#

**Project Summary** 

A simple tool with a personalized look and feel that allows you to take notes in a conveniently and organized way.

#### **Network Switcher**

Windows Application

Technologies Used

VB.NET

**Project Summary** 

This application with an intuitive interface allowing you to configure your computer network adapters and switch between configurations through profiles.

## **Easy Settings**

.NET Library

**Technologies Used** 

C# / XML

**Project Summary** 

Simple and easy to use library to manage settings/preferences of any application developed in any .NET language, storing them in an XML file.

#### **Other Projects**

In addition to the most relevant projects outlined above, there are others that can be found on my GitHub profile and/or on my personal website; depending on their open source development context, or not.

## **Appendix II**

## **University Projects Developed**

#### **Travel Recommendation System**

Windows Application

Computer Labs IV Orlando Belo

Technologies Used

C# / UML / SQL Server / ASP.NET / Razor / MVC

**Project Summary** 

This project involved the conception, analysis and requirements specification, development, documentation and maintenance of a software system. The submitted idea to accomplish this project within the proposed 'Travel Recommendation System' was "low cost flights in Europe".

## **UDP.Friendly**

**Computer Communications** 

Windows Application

António Costa

Technologies Used

C# / UDP

**Project Summary** 

The main purpose of this project was to develop a protocol layer over UDP allowing the data transmission rate to be adjusted according to the network load levels. As proof of concept two applications were developed — according to the client-server model — enabling transmission of data.

**Treasure: Planet XPTO** 

Windows Game

Computer Graphics António Ramires Fernandes

Technologies Used

C & C++ / OpenGL & GLUT

**Project Summary** 

This projected aimed the development of some sort of Role-Playing Game both in first and third person. The objective was to employ the knowledge acquired throughout the semester, involving concepts such as coordinate systems, lighting, textures, Display Lists, View Frustum Culling, VBOs, etc...

## **Turtly Turtle Movie Database**

Windows and Web Application

Databases

José Manuel Machado

**Technologies Used** 

C# / PHP / HTML / CSS / JavaScript & jQuery / Oracle & PL/SQL

**Project Summary** 

This project aimed to acquire knowledge of the Oracle DBMS, having the film industry as theme. Two applications were developed, one as a Web front end for users to consult information and a Desktop one for database administration and maintenance.

## **Simplex Algorithm**

Web Application

**Deterministic Models of Operational Research** 

José António Oliveira

Technologies Used

PHP / HTML / CSS / JavaScript & jQuery

**Project Summary** 

This project consisted in developing an application capable of solving maximization and minimization linear programming problems. These problems were solved resorting to an implementation of the Simplex algorithm, with Primal or Dual feasibility.

## **Just Friends / Always Connected**

**Linux and Windows Application** 

Computer Labs III

António Nestor Ribeiro & Luís Paulo Santos

**Technologies Used** 

C / Java / Swing / MVC

**Project Summary** 

Bound to the same Curricular Unit, two quite similar projects were developed. Both consisted in the development or use of data structures — using different languages — being both implementations based in a simplified version of the LinkedIn social network.

## **AEROGEST**

Object-Oriented Programming

Windows Application

F. Mário Martins

Technologies Used

Java

**Project Summary** 

This project aimed to apply all the knowledge acquired throughout the semester about the object-oriented programming paradigm. The project consisted in developing a "flight management system".

Remark

The projects above do not account for all projects developed during the undergraduate school, being listed only those deemed most important or relevant.