Bárbara Diana
Software Engineer

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ABOUT ME
I'm a software engineering student looking for an academic internship in order to complete my Bachelor's Degree. My expertises are Databases and Backend Development, as well as Project Management, counting on extensive Scrum knowledge and a strong background in business.

I'm passionate about tech, maths, game development and retro consoles - hobbies which fuel my curiosity and eagerness to learn!

PERSONAL TRAITS
‣ Organized
‣ Independent
‣ Proactive
‣ Team player
‣ Attentive to detail
‣ Responsible

LANGUAGES
Portuguese
Native Proficiency

English
Full Professional Profiency

WORK EXPERIENCE

Quality Manager & Management Assistant
NIBBLE - Engenharia Lda.
2019 - 2022

Achievements/Tasks:
‣ *Implemented and managed a ISO 9001 certified Quality Management System.*
‣ *Created support IT tools such as: automatic document indexing page, strategic decision support dashboard and automated/customized customer surveys.*

EDUCATION

Erasmus + | European Project Semester
St. Pölten University of Applied Sciences
sept. 2022 - present
Main Course Units:
‣ *Scrum*
‣ *Virtual Reality*
‣ *Serious Gaming/Gamification*

Bachelor's Degree in Informatics Engineering
Instituto Superior de Engenharia do Porto
2019- present
Main Course Units:
‣ *Software and Application Engineering*
‣ *Computational Systems and Networks*
‣ *Algorithms and Data Structures*
‣ *Linear Algebra and Computational Mathematics*

Bachelor's Degree in Business Management
Faculdade de Economia da Universidade do Porto
2016- 2019   *Final Grade: 16*
Main Course Units:
‣ *Data Management*
‣ *Statistics*

PROJECTS

Smart Systems for Industry | *LAPR4*
Order management system for products stored in a fully robotized warehouse, populated with pick up guided vehicles. Integrated project of all course units taught through the semester.
feb 2022 - jun 2022

Karby | *Update Code Battle 2022*
AI developed in 4 hours for a self-driving robot car in TORCS, an open source racing simulator. 3rd prize winner.
apr 2022

Don't Cross the Streams | *RetroJam 2022*
Puzzle game developed in 48 hours for the Playdate console. 2nd prize winner.
mar 2022

SKILLS

Programming Languages

Java, C, C++, python, Lua, ORACLE SQL PL/SQL

Software Tools

Jenkins, git, Jira Software, unity, GIMP