Bárbara Diana

Software Engineer



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ABOUT MF

I'm a programming student and casual game developer with a strong background in management.

I'm passionate about maths, retro consoles, tech, travelling and cooking!



PERSONAL TRAITS

Very organized

 Good with managing and reporting Able to establish and fulfill deadlines

Attention to detail

LANGUAGES

Portuguese

-1111 Native Proficiency



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

· Algorithms and Data Structures Linear Algebra and Computational Mathematics

Bachelor's Degree in Management

Faculdade de Economia da Universidade do Porto 2016 - 2019 Final Grade: 16 Main Course Units:

 Data Management Statistics

feb 2022 - iun 2022

U PORTO

PROJECTS

Smart Systems for Industry 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.

UPdate Code Battle 2022 Al 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.

SKILLS

Programming Languages

mar 2022









Software Tools





