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Personal information

Surname(s) / First name(s)	**Castro, Omar**
Address(es)	Vilar de Andorinho, Vila Nova de Gaia, Porto, Portugal
Telephone(s)	914578611
Email(s)	`omar.castro.360@gmail.com, ei08158@fe.up.pt`
Nationality(-ies)	Portuguese, Dominican
Date of birth	September 09 1990
Gender	male

Education and training

Place and Date	University of Porto, Facuty of Engineering, 2008 – Present
Title of qualification awarded	MSc in Informatic and Computation Engineering

Personal skills and competences

Mother tongue(s)

Portuguese

Other language(s)

English, Spanish, German

Self-assessment
European level[(*)]

Understanding		Speaking		Writing
Listening	Reading	Spoken interaction	Spoken production	
B1	C2	B1	B1	C1
C2	C2	A2	B1	C1
A2	A2	A1	A1	A2

[(*)]*Common European Framework of Reference (CEF) level*

English
Spanish
German

Social skills and competences

I have a hearing loss which is a barrier to have great social skills, but it didn't stop me from managing group projects and talk to my friend and partners.

Designing skills and competences

Designing experince I have done various projects alone that I had to design them, such as ShellHive (as shown below), my homepage, and others. I also have experience in designing 3D models, as well as designing icons for projects.

Designing Software skills
Blender, Inkscape

For more information call me

Technical skills and competences

I have experience in managing software projects, during my course I was the project manager on most of my projects, if not, I was the tester since I like to do stuff *correctly*.

Management Skills
Operational Research, SAP (basic knowledge), SAGE (basic knowledge), Software Project Management, Software Quality Tester

Computer skills and competences

I have exprerience in various programming languages, but more importantly, I learned on how to *learn* a programming laguage, so when there is a need to use a specific language I can study it fast enough.

Programming Technologies
C++, C++ with Qt, Java, HTML, CSS, JavaScript, Node.js, PHP, Dart, Python.

Programming Methodologies
Agile software project Management, SCRUM, Reactive programming.

Interested Areas

– **Project Management and testing.** Not really an area, but I like to have an overview of the current state of project, help people in need, and ensure that a project is done with great quality and usable to many users.

– **Machine Learning.** (Artificial Intelligence)

– **Decision Making.** (Artificial Intelligence)

– **Virtual an Augmented Reality.** (Computer vision)

– **Web designing and development.**

– **Data mining.**

– **Operational Research**.

(Some) projects developed

Paragon

A responsive web application developed jointly with Altran Portugal. It consists of a platform for the creation, discussion and maturation of business ideas.


ShellHive

For more information call me

My thesis project, consiting as a collaborative web platform to create and run UNIX workflows using UNIX Shell, double point since it can also be used to teach interns and students about Unix shell (triple points since they can learn without destroying their pc by running unsafe commands), a demo is currently available at my homepage.

Haxor progfun

A platform game for educational use, a game to teach people how to program. The user had to program the main character to pass a level by connectingblocks, each block determines an action (jump, walk, etc...), when the right sequence of blocks used the character will pass all obstacles and finish the level, going to next one, with more challenging levels and new tricks.
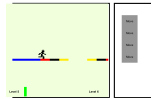
Cat-and-Mouse

A robotic game project based on the CiberRato Robot Simulation Environment, in which simulates the movement of robots inside a labyrinth. There are 2 types of robots, the cats and the mice, the cats objective is to catch the mouse and the mouse is to avoid getting caught in the labyrinth. The game can also be played unsing a device with gyroscpe and internet as a controller.

MeetMeHere

A social web application to schedule meetings specialized for organizations, the application itself would use a clendar to define unique or frequent events (like monthly meeting), choosing the local of an event or changing the local of a frequent event, we didnt go as far as creating a SMS notification system to notify the warning to a user (or a boss) though.

FruitSamurai3D

A game based on augmented reality where you cut virtual fruits with that come from a basket, a virtual sword, which in reality is made of paper, unfortunately, to enjoy the game you had to have a high framerate camera, because you may pass a fruit without cutting it due to sheer swing speed and a low framerate camera, I played with a smartphone camera, so I know how it feels.

For more information call me

Third person asteroid

An challenging variant of an asteroid game. It is challenging because the world rotates around the ship instead the ship rotating in the world. The rules to win are simple, destroy the surrounding asteroids while surviving against invading enemy alien ships (with better accurancy than a sniper).

Additional information
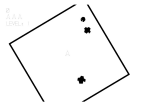
Personal interests
Music, Martial arts, Football

Homepage
`http://omarcastro.name/`

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