

Personal information

Surname(s) / First name(s)
 Address(es)
 Telephone(s)
 Email(s)
 Nationality(-ies)
 Date of birth
 Gender

Castro, Omar

Vilar de Andorinho, Vila Nova de Gaia, Porto, Portugal
 914578611
 omar.castro.360@gmail.com, ei08158@fe.up.pt
 Portuguese, Dominican
 September 09 1990
 male

Education and training

Place and Date
 Title of qualification awarded

University of Porto, Faculty of Engineering, 2008 – Present
 MSc in Informatic and Computation Engineering

Personal skills and competences

Mother tongue(s)
 Other language(s)

*Self-assessment
 European level^(*)*

English
Spanish
German

Portuguese

English, Spanish, German

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

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

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

Technical skills and competences

Obtained experience in managing software projects during my course. I was project manager and tester on most of the developed projects.

Computer skills and competences

Management Skills

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

Experience in various programming languages and capacity to learn quickly a new programming language.

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

- **Software Project Management**
- **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 mobile application developed jointly with Altran Portugal. It consists of a platform for the creation, discussion and maturation of business ideas.



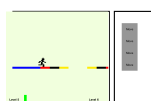
ShellHive

My thesis project, consisting as a collaborative web platform to create and run UNIX workflows using UNIX Shell.



Haxor progfun

A platform game for educational use, a game to teach people how to program.



MeetMeHere

A social web application to schedule meetings, this project was designed for organizational use.



Cat-and-Mouse

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



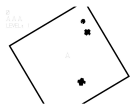
FruitSamurai3D

A game based on augmented reality where you cut virtual fruits that comes from a virtual basket using a virtual sword, which in reality is made of paper.



Third person asteroid

An challenging variant of an asteroid game where the world rotates around the ship instead of the opposite. The rules to win are simple, destroy the surrounding asteroids while surviving against invading enemy alien ships.



Additional information

Personal interests

Music, Martial arts, Football

Homepage

<http://omarcastro.name/>