

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 05 1990

Male

Education and training

Place and Date

Title of qualification awarded

University of Porto, Faculty of Engineering, 2008 – 2014

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	
B2 Independent user	C2 Proficient user	B1 Independent user	B1 Independent user	B2 Independent user
B1 Independent user	B2 Independent user	A2 Basic user	B1 Independent user	B1 Independent user
A2 Basic user	A2 Basic user	A1 Basic user	A1 Basic user	A2 Basic user

^(*) Common European Framework of Reference (CEF) level

Designing skills and competences

Developed various applications as a designer, such as ShellHive (as shown below), the homepage, and others. Experience in 3D model design, as well as designing application icons.

Designing Software skills

Blender, Inkscape, GIMP

Technical skills and competences

Obtained experience in managing software projects during MSc degree course as project manager and tester on most of developed projects.

Management Skills

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

Computer skills and competences

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 and 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 is a platform for the creation, discussion and maturation of business ideas.



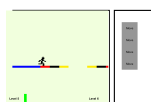
ShellHive

My thesis project, 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.



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 the mouse has to avoid getting caught in the labyrinth. The game can also be played using a device with a gyroscope and internet as a controller.



Additional information

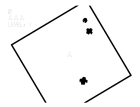
AR Fruit Samurai

A game based on augmented reality where you cut virtual fruits that come from a virtual basket using a virtual sword.



Third person asteroid

A challenging variant of an asteroid game where the world rotates around the ship instead of the opposite. The objective is destroy the surrounding asteroids while surviving against invading enemy alien ships.



Personal interests

Music, Martial arts, Football

Homepage

<http://omarcastro.name/>