Osmar Graça

Software Engineer

Final-year Computer Engineering student with a proactive mindset and a strong technical foundation in Java, HTML, CSS, Python, and Next.js. My diverse skill set, honed through various experiences, reflects adaptability and robust problem-solving abilities. Committed to continuous learning, I bring enthusiasm, ambition, and a track record of achieving commendable results. Eager to contribute to innovative projects and drive success in a dynamic professional environment.

Contact

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Address
Sacavém , Loures

Education

COMPUTER SCIENCE ENGINEERING
Autonomous University of Lisbon. Lisbon, Portugal | 2021 - 2024

MANAGEMENT SUPPORT TECHNICIAN
DUAL – German- Portuguese Chamber of Commerce and Industry | 2015-2018

GSCE (GENERAL CERTIFICATION)
All saints Catholic School | United Kingdom | 2010 - 2014

Skills

- JAVA
- NEXT.JS
- MYSQL
- PYTHON
- Springboot
- REACT
- Django

Language

English

Spanish

Portuguese

MY Projects

2023- 2023
Fullstack Application

A full-stack project, a pharmacy website, using Next.js, MongoDB, Firebase, Strapi, and Tailwind CSS. This project aims to provide a seamless and user-friendly platform for customers to access pharmaceutical information, browse products, and make purchases.

Framework: Next.js , Tailwind CSS
Language: Javascript
Database: MongoDB , Firabase
Backend: Express

GITHUB: https://github.com/Osmar97/Pharm-Website

2023-2023
Loan calculator

The LoanCalculator is a Java console application designed to assist users in calculating and managing loan details. It allows users to input the loan amount, annual interest rate, and loan term, providing them with the monthly payment and total payback amount.

Language: JAVA

GITBHUB:https://github.com/Osmar97/Java_loan_calculator

2023-2023
Sodoku Solver

The code uses the AC-3 algorithm to solve Sudoku puzzles. It transforms Sudoku into a Constraint Satisfaction Problem (CSP) using the Sudoku class. The solve_sudoku function applies AC-3 to reduce variable domains and fills in determined values, resulting in a solved Sudoku board. The example Sudoku board is a 9x9 grid with the goal of filling numbers 1 to 9 in each row, column, and 3x3 subgrid.

Language : Python

GITHUB:https://github.com/Osmar97/Sodoku_solver

My website

Portfolio
https://portfolio-osmar97.vercel.app

Linkedin
https://www.linkedin.com/in/osmar-graça/

GITHUB
https://github.comOsmar97