

Pedro Pereira

<http://pedrojoapereira.github.io>

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SUMMARY

Ambitious software engineer always willing to learn new things with an adventurous attitude, great attention to detail and an excellent sense of responsibility. Work experience as a jack of all trades software developer. Skilled at optimizing and parallelizing systems for high performance real time solutions.

EDUCATION

- **Faculty of Engineering of the University of Porto** Porto, Porto
 - *Integrated Masters (BsC + MsC) - Informatics and Computing Engineering* *September 2013 – July 2018*
 - **Degree Overview:** Study of multiple fields of computer engineering such as computer architecture, web and mobile development, networks and security, project management, software engineering and artificial intelligence.
 - **Master's Thesis:** "*Heterogeneous Computing Approach for High performance Video Resampling and Resizing*" Optimization of the resampling phase of video post-production operations using NVidia's graphic processing units. Resulted in a speed up of the operations' phase of 48% to 57% in comparison to the most popular free to use tool applied to the same effect: FFmpeg.
- **Escola Secundaria de Lousada** Lousada, Porto
 - *High School Diploma - Science and Technology Studies* *September 2010 – June 2013*

EXPERIENCE

- **MOG Technologies** Maia, Porto
 - *Full Time - Software Developer* *October 2017 - Present*
 - Responsible for refactoring and optimizing system modules of the existing company product.
 - Analysis and troubleshooting of occurring system bugs in a timely and accurate manner.
 - Maintaining and improving a web platform of a REST service for complete testing of features.
- **CGI Porto.** Porto, Porto
 - *Project Member - DevOps and Full Stack Web Developer* *February 2017 - June 2017*
 - Designed and implemented numerous REST services from multiple inputs and data sources.
 - Implemented analytic data processors to detect informational patterns useful for the company's business.
 - Orchestrated the execution of multiple service containers for distinct projects.
 - Created a web platform to easily display the processed data of different systems.
 - Organized and managed the development as the team's scrum master.
- **JScrambler** Porto, Porto
 - *Project Member - Software Architect* *February 2017 - June 2017*
 - Collected requirements and designed the system architecture with detail.
 - Wrote thorough specifications, intelligible and succinct documentation.
 - Responsible for team management and public speaking presentations to clients.

PROJECTS

- **Aerial Scene Recognition:** Computer vision application resorting to deep learning for image features recognition.
- **Taxi Central Simulator:** Multi-agent system to simulate a real world dispatch center using artificial intelligence.
- **Loan Approval Tool:** Data analysis and machine learning based tool for financial decision making software.

SKILLS

- **Languages:** Assembly; C; C++; C#; .NET; Java; Racket; Prolog; Haskell; Lua; Python; Html; CSS; Javascript; JQuery; PHP; R; SQL; XQuery; UML; JUnit; Shell; Powershell;
- **Technologies:** ASP.NET; NodeJS; ReactJS; OpenGL; WebGL; CUDA; OpenMP; OpenCL; MPI; Git.