

# Pedro Pereira

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Lousada, Porto - Portugal

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## SUMMARY

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

## EDUCATION

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- **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 in 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

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- **MOG Technologies** Maia, Porto
  - *Full Time - Software Developer* *October 2017 - Present*
    - Refactor and optimize system modules of the existing company product.
    - Analyze, troubleshoot and solve occurring system bugs in a timely and accurate manner.
    - Mantain and improve a web platform of a REST service for complete testing of features.
- **Porto Digital** 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 services containers for distinct projects.
    - Created a web platform to easily display processed data of different systems.
    - Organized and managed development as the development team's scrum master.
- **JScrambler** Porto, Porto
  - *Project Member - Software Architect* *February 2017 - June 2017*
    - Collected and designed with detail system requirements and architecture, respectively.
    - Wrote thorough specifications, intelligible and succinct documentation.
    - Was responsible for team management and public speaking presentations to clients.

## PROJECTS

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- **Aerial Scene Recognition:** Computer vision application resorting to deep learning for image's 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

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- **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;