



## Ricardo Costa

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### ABOUT ME

Ever since I wrote my first line of code, I have developed a passion for technology and computer science and have become determined to continue learning and expanding my skills. I started teaching myself how to program with Python, mainly in game development, and then moved on to my BSc in Computer Science and Computer Engineering at ISEL and now pursuing my MSc with specialization in Software Engineering at FCUL

### EDUCATION AND TRAINING

[ 2021 – 2024 ]

#### **Bsc in Computer Science and Engineering**

*Instituto Superior de Engenharia de Lisboa (ISEL)*

**Final Grade**: 15/20

**Final Project**: [NoteSpace](#) - Multi-platform Web Application for Real-Time Document Collaboration & Sharing (18/20)

[ 2024 – Current ]

#### **MSc in Computer Science and Engineering**

*Faculdade de Ciências da Universidade de Lisboa (FCUL)*

**Current Grade**: 17/20

**Specialization**: Software Engineering

### LANGUAGE SKILLS

**Mother tongue(s)**: Portuguese   **Other language(s)**: English

### SKILLS

#### **Programming Languages**

Python | JavaScript | TypeScript | Kotlin | Rust | Go | Java | C | C#

#### **Web Development**

HTML | CSS | React.js | Node.js | Express | Vite | SpringMVC

#### **Mobile Development**

Android | Jetpack Compose

#### **Databases**

PostgreSQL | Firebase | MongoDB | Elasticsearch

#### **DevOps & Cloud**

Git | Docker | Kubernetes | GCP | Linux

### PROJECTS

[Sketch.io](#) - Skribbl.io clone using React and Socket.io

[Passman](#) - Secure multi-user CLI password manager with local encrypted storage built with Rust

[Void Network](#) - Android application for the Stranger Things universe

[Threadit](#) - Reddit clone REST API in Go with a microservices architecture

[Wordle](#) - Wordle game using HTML, CSS and JavaScript

[High Contrast](#) - 2D platformer mobile game using Unity with C#