



Tiago Zheng Mo

About Me

I am a Computer Engineering graduate from ISCTE with a passion for software development. Through my previous professional experience, I discovered a strong interest in Android. I'm particularly enthusiastic about mobile applications, full-stack development and game development. I'm eager to continuously enhance my skills, explore new technologies, and actively contribute to engaging and collaborative projects.

Skills

- Java
- Kotlin
- Python
- Git/Github
- SCRUM
- JADX
- HTML
- CSS
- ReactJS
- Frida
- BurpSuite
- Ghidra

Languages

Portuguese: Native

Mandarin: Native

English: Advanced

Experience

06/2024 - 12/2024

GPP - Google Play Protect | Cognizant

- Reverse engineering and malware analysis of Android applications using open-source tools.
- Perform deep dive code reviews of apps
- Analyze, unpack, and reverse engineer potential malicious APKs that compromises Android devices
- Perform static and dynamic analysis for the mobile platform (Android)
- Writing full investigation reports for malicious apps

Projects

Chicken Cross | School Project

- Developed a Java-based mini-game inspired by the popular game "Crossy Road".
- Implemented procedural generation of randomized maps featuring alternating grass and road sections.
- Designed various game objects, including characters, collectibles, vehicles and environmental elements.
- Integrated user input controls, object movement mechanics, and collision detection to enhance interactive gameplay


Multi-player Snake Game | School Project


- Developed a distributed multiplayer game inspired by "Snake", featuring automated and remote human-controlled snakes.
- Implemented a server-client architecture with real-time network communication in Java.
- Applied concurrency techniques, including multithreading, synchronization, and thread pools to manage simultaneous gameplay and dynamic obstacle movements.
- Managed collision detection, resolving concurrent interactions, gridlocks, and ensuring stable gameplay.
- Integrated remote user inputs via keyboard for responsive snake controls.
- Used a provided GUI to visualize real-time game states across multiple connected clients.

SpendMate | Personal Project

- Developed a simple Android App to track daily expenses, using **Jetpack Compose** for modern UI development.
- Applied **MVVM architecture** to ensure clean code separation and maintainability.
- Implemented **Android Navigation Component** for seamless screen transitions.
- Utilized **Kotlin** language for features, including lists, objects, and data classes.
- Strengthened understanding of Android app lifecycle, UI state management, and modular code design.

Contact

 (+351) 961414779

 tiago.zheng23@gmail.com

 <https://github.com/TiagoZheng>

 <https://www.linkedin.com/in/tiago-zheng-a281851a5/>