

Gonçalo M. Palma

PROGRAMMER • QA TESTER

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Projects

- **Project Tyr, 2017**, Android - Composed of two separate applications: In the first one, text and image data, captured via the camera is transferred to a Firebase Database. The second app then shows a list of all the information gathered, sorted by time.
- **Project "Carteira Virtual", 2017**, Android - App that lets the user create different "wallets" and share them with another user so that they can keep track of how much they owe to each other. The app has a connection to Firebase so that it keeps the information online and up to date. Other technologies used: ZXing (QR Code), MPAndroid, ButterKnife.
- **SquaserZ, 2016-2017**, Android Game - Programmer, Sound Design, Artist and Game Designer - GameMaker: Studio.
- **FluxNet, 2016 - GM:S2 Game Jam**, PC Game - Programmer, Game Designer and Sound Design - GameMaker: Studio 2.

Work Experience

- **CyberHawk**, June 2017.

QA Tester - QA Testing of Web-Based platforms.

- **CyberHawk**, Sept. 2015 - Oct. 2016.

QA Tester - Creating Functional tests for Android, Web Platforms and Windows software.

Technical Specifications - Writing Technical Specifications for Android, Web Platforms and Windows software.

Inspection Reports - Structure inspection reports using images captured by drones.

Known Programming Languages

- **Intermediate -Advanced** - GameMaker Language
- **Beginner - Intermediate** - JAVA
- **Beginner** - Python • C# • SQL • HTML • CSS • JavaScript

Educação e Certificados

- **Mestrado em Engenharia Civil, 2010-2015**, Universidade Nova de Lisboa, Portugal.
- **Android Techdegree, Maio 2017 - Presente**, Team TreeHouse
- **Course, 2014** Criação de conteúdos para a Web - FCSH-UNL, Portugal - HTML, CSS, Bootstrap.
- **MOOC, 2015** Introduction to Computer Science and Programming using Python - EdX, MIT.
- **MOOC, 2015** Programming Mobile Applications for Android Handheld Systems: Part 1 - Coursera, University of Maryland.
- **MOOC, 2015** Programming with C# - EdX, Microsoft.

Known Software

- **IDE/ Tools** - Android Studio • Adobe Dreamweaver
- **Game Engines** - GameMaker: Studio • Unity 5 • Unreal Engine 4 • Twine
- **2D and 3D Software** - Adobe Photoshop • Autodesk Autocad • Google SketchUp