Artur Gomes

Software Engineer

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Profile

Skilled and passionate software engineer with proven experience in C++, Java and Python.
Developed many personal projects. To name a few:

- **Precomp:** a website that allows price comparison of products from any website, using python with flask for the backend and Google's polymer for the frontend.

- **TCPDumpParser:** an application that gets all the traffic on a network interface and displays it in a summarized manner. Developed in C++, it uses Multi-threading, sqlite and curl.

Been catching up with some of the current industry C++ standards (mostly 11 and 14) and reviewing some of the fundamentals in Data Structures and Algorithms, while preparing for the next position.

Competences

C++	3 years	**Java**	3 years	**Python**	3 years	Unreal Engine 4	1 year
C	6 months	Android	2 years	Javascript	2 years	PHP	1 year
CSS	2 years	HTML	2 years	SQL	2 years		

Experience

2018-2020   **Software Engineer C++**   Amadeus/Astek
Maintained and developed several mission critical C++ applications as a member of the Reservation and Departure Control synchronization team while contracted to Amadeus via Astek.
Contributed to the drastic reduction in the number of production issues (bugs, core dumps and memory leaks) from over 200 to around 20.
Fixed issues that had been in the backlog for many years.
Automated repetitive and recovery tasks using Python.
Reduced the runtime of tests of all our components by up to 75%.

2017-2018   **Software Engineer, Games and Virtual Reality**   Mimicry Games, Lda
Developed FingerPaint application for High Fidelity.
Worked on company VR project Ganbatte using Unreal Engine 4 which was released on the Steam platform after 9 months of development.
Successfully created all the single player levels, menus and websites for Ganbatte.

2015-2017   **Software Engineer**   Consipere - Software Lda
Worked on the full stack of the company, first as an Android developer then on server side using python and finally developed some firmware for sensors.
Reduced synchronization time of between the android application and server by over 50
Developed firmware for FemtoIO sensors using C++ for Arduino, which would collect data. This data would then be processed by Machine Learning algorithms to infer the type of movement applied to that sensor.
Re-purposed some pre-trained Machine Learning models and developed some tools to monitor the training using Python.

Education

2014-2014 **Intensive German Course - Level A1.1**   Faculty of Letters, University of Porto
Learned the basics of German Language during a summer intensive course. Completed the course with grade 17 out of 20.

2009-2014 **Masters in Informatics and Computing Engineering**   Faculty of Engineering, University of Porto
Learned and developed programming skills and knowledge on Software Engineering.
Completed with grade 14 out of 20.
Wrote dissertation Procedural Generation Based on Affective Data which aimed to help game designers use procedural generation techniques to modify the gamers affective state.

2013-2013 **Erasmus - 1 Semester**   Faculty of Engineering and Architecture, Ghent University
Information Security, Information Theory, Introduction to Operations Research, Software Design Project.

1999-2009 **English Learning**   Academia de Línguas de Madeira (ALM)
Certificate in Advanced English (CAE) from Cambridge.