

Beatriz Alves



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Education

MSc. in Computer Science and Engineering Expected: 2024

Instituto Superior Técnico

Focus: Interaction and Visualization, Information Systems

Erasmus exchange programme 2023

Technische Universität Graz

BSc. in Computer Science and Engineering 2021

Instituto Superior Técnico

Projects

StorytellAR | [Preview](#)

Mobile AR application in development for my dissertation, to be included as part of project [Mobeybou](#).

Allows children to create and record stories in AR.

- Developed in **Unity** with **AR Foundation** and ARCore Extensions.
- Uses **Firebase** Storage and Realtime Database to share stories between devices.
- Carried out user tests with an elementary school class.

Matchbox | [GitHub](#), [Portfolio](#)

Web app for project matchmaking.

- Used **HTML**, **CSS/Sass**, **JavaScript** and **Bootstrap** to translate our design into a functional webpage.
- Created views and database models using **Django**.

Highly Dependable Banking | [GitHub](#)

Banking system with Byzantine Fault Tolerant guarantees. Uses

Java, **gRPC** and **PostgreSQL**.

Micro Machines Moonlight | [Portfolio](#)

Racing game made with **OpenGL**.

Pool | [Portfolio](#)

Interactive pool table developed using **three.js**.

Roman Ruins of Troia | [Portfolio](#)

3D model of how the thermae would have looked, with animated characters. Made in **Blender**.

Skills

Programming languages

C#, Java, Python, SQL, C, HTML, CSS, JavaScript, R

Technologies

Unity, AR Foundation, Git, PostgreSQL, Django, gRPC, OpenGL, three.js, Blender, NetLogo, Node-RED

Languages

English (Advanced) | Level C1

Cambridge First Certificate in English

German (Beginner) | Level A1

CLi-FLUL

Portuguese (Native)