

PERSONAL INFORMATION

Bernardo Lopes

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WORK EXPERIENCE

01/10/2017–Present

Full-Stack and Android Developer

Mountain Research Centre (CIMO), Bragança (Portugal)

My tasks as a researcher and developer include:

- Design and implementation of a standardized database for the food additives approved by the EFSA;
- Development of a RESTful API that provides access to create, read, update, and delete (CRUD) operations;
- Implementation of a dynamic website in Apache Wicket that provides access to the data, along with search and filtering features;
- Development of a native app for iOS and Android devices, with all the features of the website and the use of machine learning to identify additives in product labels.

08/06/2016–26/06/2017

Vice-President

Núcleo de Estudantes de Engenharia Informática, Bragança (Portugal)

<http://neei.alunos.ipb.pt/>

- Organization of events;
- Providing support to students;
- Updating and maintaining school resources.

Business or sector Núcleo de Estudantes de Engenharia Informática (NEEI) is the representative structure of the students enrolled in the Bachelor's Degree in Informatics Engineer of the Polytechnic Institute of Bragança.

EDUCATION AND TRAINING

11/09/2017–Present

Master's Degree in Information Systems

EQF level 7

Polytechnic Institute of Bragança - School of Technology and Management, Bragança (Portugal)

Projects:

- Animation of simple cryptographic algorithms in Java;
- Console CRUD applications in Prolog and Haskell;
- Data warehousing, ETL, and report production using Visual Studio and SQL Server Management Studio;
- ASP.NET Core application for energy bills management and tariff recommendations, with Web API services;
- Android client application for energy bills management and tariff recommendations.

15/09/2014–19/07/2017

Bachelor's Degree in Informatics Engineering

EQF level 6

Polytechnic Institute of Bragança - School of Technology and Management, Bragança (Portugal)

Final score of A on the ECTS scale.

Acquired skills:

- Programming languages: C, C++, PHP, Javascript, Java, C#;
- Databases: MySQL, PL-SQL, SQLite, Apache Derby;
- Software engineering and modelling techniques;
- Game development in OpenGL and Unreal Engine 4.

Projects:

- Online movie database, built from scratch using PHP, HTML, CSS, Javascript, and MySQL;
- Two-dimensional platforming game for Windows developed in C and OpenGL;
- UWP (Universal Windows Platform) application for personal finance management built with C#, XAML, and SQLite;
- Java EE, JPA, EJB, and JSF web platform to manage weather records and integration with a Java GUI program to visualize them, using RESTful web services;
- Fantasy sidescroller for Windows and Linux with different playable characters, various enemies and mechanisms throughout three levels. Developed as the final project using Unreal Engine 4, Blender, and Autodesk Maya.

PERSONAL SKILLS

Mother tongue(s) Portuguese

Foreign language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C1	C1	C2
Spanish	C2	C2	B2	B2	B2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

ADDITIONAL INFORMATION
Events:

- Presenter at V Meeting of Young Researchers (EJI) of IPB;
- "Multidimensional Data Analysis" Summer Internship Monitor.

Courses Attended at Polytechnic Institute of Bragança:

- Introduction to iOS Development in Swift;
- CCNA Routing and Switching: Introduction to Networks;
- CCNA Routing and Switching: Routing and Switching Essentials;
- CCNA Routing and Switching: Connecting Networks;
- CCNA Routing and Switching: Scaling Networks.

Online Courses:

- How to Use Git and GitHub (Udacity).