Curriculum Vitae

Personal Information

Full Name: Noami Calilo Costa

Birthdate: 21/06/1997

Gender: Male

E-mail: noamicafft@gmail.com

My Portfolio: https://calascosta.github.io/ncc-portfolio/

Education

Degree in Software Engineering from the Polytechnic Institute of Setúbal - Portugal.

Experience

- Former Chairman of the Board of Directors in the government organization Children's Parliament of Guinea-Bissau. (2014-2016)
- One Semester of Participation in the Erasmus+ Exchange in Poland.
- Development of a full-Stack webapp for a private startup as a freelancer.
- One Semester of Java Internship at Capgemini – Lisbon (06/2022 – 12/2022)
- One quadrimester as an advisor for Programming project at "Liceu Politécnico SOS - Bissau (Guinea-Bissau) " (03/2023 – 07/2023)

Technical Skills

Java, JavaScript, HTML, CSS, EJS, Node.js/Express.js, Python, SQL, MySQL, Git, GitHub, Version Control, and JDBC.

Projects

- Web Programming – The main objective of this project was to develop a Full-Stack web solution that would allow the creation of a website with information about video games and a forum on the subject, using HTML, CSS, JavaScript, Node.js/Express.js and MySQL.

- Database Complements - This project was intended to implement a new system (using SQL Server Management) of grouping schools called "Agrupamento STB", in which it was necessary to model and integrate, in a new Database, the fragments of information that were exported from a poorly modelled database. The main concepts used were

Programming (Stored Procedures, Functions, Triggers), Metadata, Indexes, Backup and Recovery, Access Levels, Encryption and Transaction Control.

- Advanced Programming - With this project, we developed a program in java that had a graph as a data model, according to the principles of object orientation and using software standards. The Program consisted of a graphical app in which the user viewed, manipulated, and obtained information about a logistics network. Throughout the project, we used the List and Map abstract data types. We also used the following data types implemented by us: Graph, GraphAdjacencyList, Vertex, and Edge. Regarding Design Patterns, we used Observer Pattern, Strategy Pattern, and MVC Pattern. One of the focuses of this project was also the use of refactoring techniques to avoid code smells in the program.

- Mobile Computing – This project aimed to create a mobile app to help prevent forgetting disease (Alzheimer) through a memory match game. Two implementations were made for this application, Android Studio (Java) and React Native versions.

- EngWithYTV (Final Bachelor Project) – This project aims to create a fullstack web application that allows the user to study English through YouTube videos. To attain the goal above mentioned, the project was divided into two phases:
  o Gathering requirements and designing mockups (using Adobe XD)
  o Development of the web application – in this phase the following technologies were used:
    - React.js for the frontend development
    - Node.js/Express.js for the creation and management of the server, using the REST methodology
    - MySQL for data persistence
    - YouTube API for consuming YouTube data
    - React-google-login for user registration and login
    - Deepgram for obtaining video transcript
    - Merriam-webster API for consuming Merriam-webster dictionary data

Additional Training

- Learn Java Programming – Udemy (Instructor: Pavam Kumar)
- Responsive Web Design – freeCodeCamp
- The Complete 2020 Web Development Bootcamp – Udemy (Instructor: Angela Yu)
- JavaScript Algorithms and Data Structures – freeCodeCamp
- Consulting Skills – Capgemini
- Relational Data Base (Oracle) – Capgemini

Languages

Portuguese and English