CAROLINA FIGUEIRA

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A bilingual Informatics and Computing Engineer (BSc + MSc) from the University of Porto with theoretical and practical experience in software development using different technologies, as well as through teamwork and varied development approaches. Eager to use today's technological potential to contribute to social causes and in the field of education or health.

EDUCATION AND QUALIFICATIONS

MASTER IN INFORMATICS AND COMPUTER ENGINEERING

Faculty of Engineering, **University of Porto** - September 2022 to August 2024

Dissertation: Development of a multiplayer serious game for cognitive rehabilitation of patients with acquired brain injuries through a co-design process with patients, caregivers, and health professionals.
Participation in conferences for the presentation of the thesis project as posters:
* ADITGameS III
* IJUP 2024
Acceptance in the GALA Conf 2024 for the presentation of the thesis project as a poster and publication of the developed article describing the work.

BACHELOR IN INFORMATICS AND COMPUTER ENGINEERING

Faculty of Engineering, **University of Porto** - September 2019 to July 2022

Final Project: Development of eMote, a mobile app to support a PhD thesis in Psychology, aimed at helping women with eating disorders learn emotional regulation strategies.

SCHOOL YEARS

3rd High School Year **Escola Básica e Secundária Clara de Resende, Porto** – 2018 to 2019

1st and 2nd High School Years **Colégio pH, Rio de Janeiro** – 2016 to 2018

4th to 9th Grade Middle School **Colégio Santo Agostinho, Rio de Janeiro** – 2010 to 2016

1st to 3rd Grade Primary School **Colégio Notre Dame, Rio de Janeiro** – 2007 to 2010

WORK EXPERIENCE

FREELANCE SOFTWARE DEVELOPER

2023 – PRESENT

FREELANCE BABYSITTER

2016 – PRESENT

ADMINISTRATIVE ASSISTANT

2023 – PRESENT

Luis VanDerHeijden Unipessoal LDA

Administrative and IT support, including dealing with client–company communication, control of payments, and supporting the development of construction budgets

PROJECT/RELEVANT EXPERIENCE

eMote: Development of a second version of the mobile app 'eMote', with a different design and encompassing new requirements, outside the student sphere.

* Team of 2 people using the SCRUM framework to approach an OOP solution.

KEY SKILLS

* Experience with various languages (C/C++, Python, Java, Dart, JavaScript/HTML/CSS, Kotlin, PHP, SQLite) and frameworks (Laravel, React, Flutter)
* Clear and efficient communication with colleagues
* Able to quickly solve work issues in previous projects
* Native Portuguese, Fluent in English and Advanced in Spanish

EXTRA-CURRICULAR/INTERESTS

* Responsible for the Image and Communication of List E running for the governing bodies of AEFEUP for the 2022/2023 academic year.
  * Management and design of the social media account (Instagram)
  * Organizing events and running as head of the Image and Communication Department
* Jewelry crafts
  * Creation and management of a social media store (Instagram)
* House plants and interior design