



Cláudio Lopes

CURRICULUM VITAE

PERSONAL INFORMATION

- Born in March 18th, 1995 - 23 years old
- Funchal, Madeira
- Living in Avenidas Novas, Lisboa
- github.com/cjcls-isctept
- linkedin.com/in/lopes-claudio

Communication Skills

- Portuguese (native)
- English (C1)
- Spanish (A2)



EDUCATION

ISCTE-Instituto Universitário de Lisboa

- Bachelor's degree in Computer engineering
 - 2014-2017
- Master's Degree in Multimedia applied to Computer engineering
 - 2017-(To be completed)
 - ISTA TOP TALENT 2018 - Student of Merit in the academic year of 2017-18

PROJECTS

- "Reddit-like" website, using HTML, Python and CSS
- 2D Space-shooter using GameMaker Studio (GML)
- 3D printed Media center remote controller prototype
- Animated short film using Blender
- Multiplayer and Singleplayer questions game for Android
- 2.5D Platformer, using Unity and Magicavoxel
- Project with point cloud handling, obtained with a Kinect
- Outsystems project for EDP SU (04/2019 - present)

QUALIFICATIONS

Technical Skills

- Outsystems
- HTML
- CSS
- Java
- Usability Testing
- H-C Interaction
- Prototyping
- Heuristic Evaluation



Software

- Outsystems
- Figma
- Balsamiq
- Eclipse
- Pycharm
- Office Tools
- Solid Edge
- Adobe Photoshop
- Adobe Illustrator
- GameMaker Studio
- Blender
- Unity
- MagicVoxel



Soft Skills

- Adaptability - 5th year as a Madeiran living in Lisbon;
- Leadership and teamwork - played football, aged 7 to 20;
- Communication;
- Motivation;
- Proactivity;
- Autonomy;
- Problem-Solving;