Diogo Almeida

✉ diogohenriquealmeida@hotmail.com   in diogohalmeida   ◯ diogohalmeida   📞 By request

📍 Porto, Portugal

ABOUT ME

I am an ambitious and passionate software engineer proficient in various technologies who relishes solving problems by crafting efficient, reliable, and maintainable solutions. Always eager to learn and grow, I am committed to staying current with the best practices and latest advancements in the ever-evolving world of technology.

EXPERIENCE

Critical Techworks | BMW Group   Sep 2023 – present
Software Engineer   Porto, Portugal

- Working on BMW Group's data lake platform (Cloud Data Hub) as a full stack engineer.
- Technologies: React, Typescript, GraphQL, Node.js, Python, AWS, Terraform.

Formula Student FEUP

Driverless Department Member   Nov 2022 – Aug 2023
                                                                                 Porto, Portugal

- Design and implementation of the 2023 autonomous vehicle's perception module. The team obtained the following achievements:
  - Best Newcomer EV Trophy - Formula Student UK 2023;
  - Business Plan Trophy - Formula Student UK 2023.
- Technologies: Python, PyTorch, YOLO, ROS 2.

Electronics & Software Department Member   Jul 2021 – Oct 2022
                                                                                 Porto, Portugal

- Research into the CAN bus and embedded systems for the 2022 concept vehicle. The team obtained the following achievements:
  - 1st Place Concept Class - Formula Student UK 2022;
  - Engineering Design Trophy - Formula Student UK 2022;
  - 2nd Place Concept Class - Formula SAE Italy 2022.
- Technologies: Embedded C.

EDUCATION

Master's Degree in Informatics and Computing Engineering   2021 – 2023
Faculty of Engineering of the University of Porto   Porto, Portugal

  Final grade of 18/20 values.

Erasmus+ Mobility Program - Master's Degree in Artificial Inteligence   Sep 2022 – Feb 2023
University of Bologna   Bologna, Italy

  Final grade of 18/20 values.

Bachelor's Degree in Informatics and Computing Engineering   2018 – 2021
Faculty of Engineering of the University of Porto   Porto, Portugal

  Final grade of 17/20 values.

PUBLICATIONS

SIT6: Indirect touch-based object manipulation for DeskVR 🔗

  D. Almeida, D. Mendes, and R. Rodrigues, "SIT6: Indirect touch-based object manipulation for DeskVR," Computers & Graphics, vol. 117, pp. 51–60, 2023, doi: https://doi.org/10.1016/j.cag.2023.10.013.

PROJECTS

Full-Stack Web App
Database and Web Applications Laboratory Course
- Implementation of a news forum (similar to Reddit) for gaming.
- Technologies: HTML, CSS, Bootstrap, Laravel, JavaScript.

Compiler for Java-- (subset of Java)
Compilers Course
- Implementation of a programming language parser, along with lexical and semantic analysis.
- Technologies: Java, JavaCC, Jasmin.

Distributed Backup Service
Distributed Systems Course
- Implementation of a peer-to-peer file storage service.
- Technologies: Java, Java RMI.

SKILLS

Programming Languages
Python, C#, C++, C, Java, JavaScript, TypeScript

Computer Graphics
Unity, WebGL

Machine Learning
PyTorch, scikit-learn

Data Analysis
Pandas, NumPy, Matplotlib

DevOps
Git, Docker

Web Development
HTML5, CSS3, React, Node.js, Laravel

Database Management
MySQL, PostgreSQL, MongoDB

LANGUAGES

Portuguese (Native) | **English** (Full Professional Proficiency - C2)