Diogo Miranda

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Oeiras, Lisboa, Portugal

PROFESSIONAL RESUMÉ

Final year of Master's in Computer Science and Engineering seeking professional experience in the field of computer science. Passionate about programming languages and game development. I am interested in all areas of Computer Science, with a special focus on Data Science, Artificial Intelligence, and Machine Learning.

KEY COMPETENCIES

Computational Agility	Critical thinking skills Excellent	Proactive and self-motivated
Java, C/C++, C#	communication skills	Python
.NET	AI Agents	Machine Learning
CI/CD Integration	MySQL and PostgreSQL	React.js and Tailwind.cs

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PROFESSIONAL EXPERIENCE

Safegene Saúde Lda, Oeiras (Part-Time)   **Mar 2019 - May 2020**

At COVID-19 testing events in multinational companies, I was responsible for welcoming employees upon arrival in an international environment and managing and escorting them to the testing areas. This experience helped me develop soft skills in fast thinking and communication.

Department of Mechanical Engineering at IST Systems Administrator   **Jan 2024 - Dec 2024**

Responsible for the study room website managed by the DEM, the web server, the database server, and the computers designated for remote access. In charge of responding to tickets submitted to System Administration to resolve hardware and/or software issues.

JUNITEC
Backend-Developer   **Mar 2024 - Out 2024**

Developed an API for a renowned bank in Portugal to facilitate seamless integration with external systems and enhance the customer experience. Collaborated with cross-functional teams, including stakeholders, software engineers, and product managers, to define API requirements and specifications. **Mar 2024 - Out 2024** Designed and implemented an SSO login/logout flow with WSO2 (OIDC/OWIN), hardening session handling, cookies, and redirect behavior across browsers; also delivered frontend updates to support the new authentication UX.

EDUCATION & CERTIFICATIONS

Bologna Degree in Computer Science and Engineering
Instituto Superior Técnico

High School
Escola Secundário Luís Freitas Branco

EXTRACURRICULAR ACTIVITIES

Open-Source Project core Developer
CUBOS aims to be a simple yet powerful game engine for PC, where everything is made of voxels. It is open-source and free to use for any purpose. Written in modern C++ (20) with a data-oriented design in mind, its goal is to be performant and highly flexible.

Handball Player (11 years)