





Duarte Mateus

Contact


Flat 2
1 High Street
Camberley
GU15 3QU

 07397919467

 duartemateus@outlook.com

 <https://duartemateus.github.io>

Social Profiles

 <https://uk.linkedin.com/in/duartemateus-634a7b2b>

Education

Bachelor Degree in Computer Science

Polytechnic Institute of Leiria, Portugal
2012-2016

Bachelor Degree in Computer Science - Erasmus + Program

Tehničko veleučilište u Zagrebu, Croatia
2015-2016

Professional Course in Management, Technician and Programmer of Informatic Systems

Secondary School Dr. Ginestal Machado, Portugal
2015-2016

About me

I've recently graduated from a Bachelor Degree in Computer Science at Polytechnic Institute of Leiria in Portugal. During my studies, I've worked on 14 group projects using different development methodologies, various repositories, operating systems and various programming languages. I've also attended a few conferences and participated in a small competition.

The first semester of 2015/2016 I studied in Croatia for 5 months through the Erasmus program

I love technology, and I love problem solving and I am always eager to learn something new, be it in or out of my area of expertise. I strive to try and better myself everyday not only as a professional but as a person.

My competencies are probably mostly suitable for web development.

Professional Experience

Sales

Maria Fernanda e filhos Ltda. | Aug. 2010 – Sept. 2011

Construction worker / Machine Operator

Construções Construtejo | Aug. 2009 – Aug. 2010 | Santarém, Portugal

Intern as a computer technician

Escola Superior de Educação de Santarém | Nov. 2008 - Jun. 2009 | Santarém, Portugal

Academic Projects

Multiplayer Memory Game

Scope: Development of reactive web applications and SPA (Single Page Application)

The web application developed was a multiplayer game that consisted on finding matching pairs. The application could be played by various players or by just one. Each player could be playing in multiple rooms at the same time. A chat was also developed for this application so that the players could talk to each other.

Programming Language: Laravel + JavaScript + JQuery + AngularJS + NodeJS + AJAX + JSON + REST + HTML 5 + CSS3 + Bootstrap + MySQL + Vagrant + Facebook Login + PHP

Skills

Professional

Motivation

Problem Solving

Teamwork

Communication

Adaptability

Tenacity

Technical

JavaScript



Angular



Angular 2.0



NodeJS



HTML



CSS



Santa Casa da Misericórdia

Scope: Web Development

The purpose of this project was to create a web app from scratch that allowed to manage users (medical staff, brothers, patients, admins), managing content to be displayed such as new and articles, requests for medical appointment, forms to request information or suggestions regarding various services

Programming Language: Laravel Framework (MVC)+ MySQL+ Bootstrap + HTML5 + CSS3 + JQuery + JavaScript

Online Store

Scope: Creating software using XML as a Database

The purpose of this project was to create a online web store with an XML database in order to understand how to manipulate XML files.

Knowledge acquired from this project:

XML Manipulation, XML Schema

Methodology: Scrum

Programming Language: ASP.NET + C# + XML + Bootstrap

Moodle Plugin

Scope: Development of a Moodle Calendar plugin to be used by a final consumer, our university.

The purpose of this project was to create a moodle plugin from scratch to be fully integrated with the university moodle and to be able to fetch data from 3 separate web services, transform and combine their data and then use this data to create events in each user calendar so the students and professors can view them and be notified of future events such as exams and project deadlines.

Programming Language: PHP + Moodle + MySQL

Area Optimization

Scope: Artificial Intelligence

The purpose of this project was to use genetic algorithms to be able to fit several cloth pieces on the least space possible.

Programming Language: Java

Schedule Builder

Scope: Agile methodologies and Android

The purpose of this project was to create an Android App from scratch to manage subjects on which a student was enrolled, manage requests for shift changes etc. The data was stored in a SQLite DB and on an online Google Spreadsheet

Programming Language: Java (Android) + Junit + SQLite