




Duarte Mateus

Software Developer


Contact


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Social/Git

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Education

Bachelor's Degree in computer science

Polytechnic Institute of Leiria,
Portugal
2012-2016

Bachelor's 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
2006-2009

About me

I love technology, and I love problem solving. 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/developer but as a person.

I have graduated from a bachelor's 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 programming languages. I've also attended a few conferences and participated in a small competition. During my graduation year, I've spent 5 months in Croatia through the Erasmus program which helped me further increase my professional and technical skills.

Professional Experience

Technical Analyst

OSMO Data Technology Ltd. | May. 2017

Scope: Financial Data extraction, Web Development.

Technologies: Mostly revolved around C# implementations. However, in the last Months I have had the opportunity to work with .NET Framework, Vue JS and a few other web-oriented technologies to develop a web interface for machine learning as well as the backend.

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.

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

Professional Skills

- Problem Solving
- Motivation
- Teamwork
- Communication
- Adaptability
- Tenacity

Technical Skills

- HTML
- CSS
- Bootstrap
- JavaScript (ES5, ES6+)
- JQuery
- Typescript
- AngularJS
- Angular 2.0
- VueJS
- NodeJS
- C#
- PHP
- SQL
- MongoDB

Miscellaneous Skills

- Git
- IoC
- C
- Python
- Perl
- Java
- Android Development
- PhoneGap
- Test-Driven-Development
- Unit Testing
- Agile Development

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

Technologies: 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

Technologies: 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.

Technologies: PHP + MySQL

Area Optimization

Scope: Artificial Intelligence

The purpose of this project was to use genetic algorithms in order to solve a production line space management problem, and to be able to fit several cloth pieces on the least space possible.

Technologies: Java

Schedule Builder

Scope: Agile methodologies and Android

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

Technologies: Java (Android) + Junit + SQLite