Duarte Mateus

Software Engineer

Contact

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Education

BSc Computer Science
Polytechnic Institute of Leiria,
Portugal
2012-2016

BSc 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 with a BSc 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 source version control, 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

Software Engineer - Connectors
OSMO Data Technology Ltd. | May. 2017

Technologies: C#, .NET Core, Vue JS and a few other Web-oriented technologies.
Contribution: Creation and maintenance of Account Package connectors. Creation from the ground up of a web interface and backend of a semi assisted learning categorization system using a drag and drop implementation.

Software Engineer – Web Application
OSMO Data Technology Ltd. | Aug. 2018

Technologies: .NET Core, IoC, TDD using Moq, Vue JS and a few other Web-oriented technologies to develop a web interface for machine learning as well as the backend.
Contribution: Helped design and implement the Web Application and respective APIs using .NET Core and Test-Driven Development process to replace the previous aging system. Collaborated with an external team to deliver a WPF Desktop application that would connect to their product.

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

Technical Skills

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

Miscellaneous Skills

- Git
- Git Flow
- SVN
- Inversion of Control (IoC)
- Python
- Perl
- Java
- Android Development
- PhoneGap
- Test-Driven-Development
- Unit Testing
- Agile Development
- InstallShield
- WPF Applications

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

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

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 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