








# Duarte Mateus

## Software Developer

### Contact

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### Social/Git

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### 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  
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 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.

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.

My competencies are probably mostly suitable for web development.

### Professional Experience

#### Sales

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

#### Construction worker / Construction equipment 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

## Professional Skills

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

## Technical Skills

### Front End

- HTML
- CSS
- Bootstrap
- JavaScript (ES5, ES6)
- JQuery
- Typescript
- Angular
- Angular 2.0

### Back End

- NodeJS
- .Net
- PHP
- SQL
- MongoDB

## Miscellaneous Skills

- Git
- C, C#
- Perl
- Java
- Android Development
- PhoneGap
- Test-Drive-Development
- Unit Testing

### 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 in order to solve a production line space management problem, and 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