Christian Marques

82, Rua da Rosa

1200-388

Lisbon, Portugal

+351 96 853 05 42

christian.marques@gmail.com

http://www.christianmarques.info/

Curriculum Vitæ   2016

Personal Statement

I am a Computer Science master graduate from the University of Lisbon, now pursuing my passions and looking forward to accomplish an international professional career. Apart from the basic academic skills, I am eager to apply the knowledge I have acquired along the way, and lead a fulfilling professional life. I am also an active musician and composer, who believes that creativity has no limits.

Work Experience

01/11/2015 – present – Co-Founder / Lead Developer, PUSH Interactive – Lisbon – Portugal : Co-founded PUSH Interactive, a technology company creating interactive applications for the web, virtual reality and advanced computer graphics solutions.   http://www.pushinteractive.xyz/

01/02/2015 – 31/10/2015 – Sabbatical / Extended Leave : For this extended leave period, I took the time to travel from Europe to Nepal by land, during the span of 8 months, period during which I produced a travel journal / poetry book, soon to be published.   http://www.facebook.com/wanderingpoem/

01/02/2012 – 31/01/2015 - Software Engineer, Amadeus – Sophia-Antipolis – France : Working on *Amadeus Payment Server*, a highly available transactional back-end dedicated to payment services. I was stream leader of the implementation of the Korean Airlines Loyalty System interface with Amadeus. Expertise on online capture and loyalty systems. Main technologies used: C++, Oracle DB, XML Schemas, UNIX, Python.   http://www.amadeus.com/

15/09/2010- 31/12/2011 - Researcher, Faculty of Sciences of the University of Lisbon - Lisbon – Portugal : Worked in project NAADIR - A New Approach on Architectural Drawings Integrating Computer Descriptions, a FCT funded research project. Developed a prototype tool for 3D visualization of architectural drawings, implementing an advanced 3D mapping algorithm conceptualized in FA-UTL, allowing the exploration of a new type of perspective in 3D visualization (blending linear and curvilinear perspectives in a dynamic and interactive way). Project in C++ (QT Framework).   http://naadir.fa.utl.pt/

01/02/2011-30/04/2011 - Lead Programmer/Musician, Castaway Team – Lisbon – Portugal : Worked with the independent team 'Castaway Team' in the development of Panic Plane, a casual video-game for the iOS systems. Main technologies used were Objective-C and Apple's XCode. The game is no longer available in the AppStore, after one year of market availability   http:/vimeo.com/23661651/

01/03/2008-31/05/2009 - Help-Desk, Marsh & McLennan, LDA – Lisbon – Portugal : Integrated the IT team as a help-desk. Main roles were local support in coordination with MMC Global Technology Infrastructure, server maintenance and minor software solutions - development of a vacation map manager application for the HR department, C# .NET Framework.   http://www.marsh.pt/

Education

01/09/2007-30/09/2011 – Faculdade de Ciências da Uni. de Lisboa / Uni. Politécnica de Catalunya

M.Sc. in Computer Science, specialization in Information Systems - Faculty of Sciences of the University of Lisbon. Subjects included *Database Technologies, Mobile Computing, Animation & Virtual Environments, Web Applications, Project Management, Machine Learning, Multimedia and Artificial Life.*

01/09/2009-30/06/2010, I attended the Polytechnical University of Catalunya as part of the Erasmus programme. Subjects included *Simulation, Interactive Graphics, Multi-Agent Systems and Advanced Visualization.*

My master thesis consisted in the implementation of 'EPS Visualizer', an implementation of the Extended Perspective System in the context of project NAADIR – creation a prototype of an interactive 3D visualizer
http://naadir.fa.utl.pt/

01/09/2003-30/09/2007 – Faculdade de Ciências da Universidade de Lisboa

B.Sc. in Computer Science - Faculty of Sciences of the University of Lisbon. Main topics included *Computational Systems, Distributed Systems, Software Security, Artificial Intelligence, Knowledge Engineering, Software Engineering, Interface Design, Theory of Computation, Mathematics and Physics.*

Publications

José Vitor Correia, Luís Romão, Susana Rosado Ganhão, Manuel Couceiro da Costa, Ana Santos Guerreiro, Diogo Pereira Henriques, Sara Garcia, Carlos Albuquerque, Maria Beatriz Carmo, Ana Paula Cláudio, Teresa Chambel, Robin Burgess, Christian Marques, "**A New Extended Perspective System for Architectural Drawings**". In Proc. of 15th ***CAAD Futures'2013***, Tongji University, Shanghai, China, July 3-5, 2013.

Robin Burgess, Ana Paula Cláudio, Teresa Chambel, Maria Beatriz Carmo, Carlos Albuquerque, Christian Marques, José Vitor Correia, Luís Romão, Susana Rosado Ganhão, Manuel Couceiro da Costa, Ana Santos Guerreiro, Sara Garcia, Diogo Pereira Henriques, "**Visualizador Interactivo de Desenhos Arquitectónicos em Sistema de Perspectiva Expandido**". In proceedings of: ***Interação 2013***, At Vila Real, Portugal. Oct 2013.

Independent Coursework

Live Media and FLOSS Workshop – Marco Donnaruma – NetAudioLX Festival, Lisbon - 01/2012
Advanced C++ Concepts – Evolution MM School – Saint Laurent Du Var, France - 06/2012
Oracle Database 11g: SQL Tuning Workshop Release 2 – Setra Conseil - Valbonne, France - 06/2013
Advanced Python Programming – LogiLab – Paris, France - 03/2014

Languages

Mother tongue: **Portuguese**
Other languages, according to the Common European Framework of Reference (CEF) level:

	Understanding				Speaking				Writing	
	Listening		Reading		Interaction		Production			
English	C2	Proficient	C2	Proficient	C2	Proficient	C2	Proficient	C2	Proficient
Spanish	B2	Independent	B2	Independent	B2	Independent	B2	Independent	B2	Independent
French	B2	Independent	B2	Independent	B2	Independent	B2	Independent	B2	Independent
Italian	B1	Independent	B1	Independent	B1	Independent	B1	Independent	B1	Independent

Skills

Social & Organizational:

I have a good deal of team work experience and I am keen on working with multidisciplinary teams. My creative skills are quite strong, as they arise from various artistic projects, not only in the field of computer science but also in my own personal creative projects. I have a good capacity of integration and adaptation to different situations. I have good group organization and task-management skills acquired along my academic and professional experiences.

Technical:

Solid experience in software engineering - design and development. Technical skills include:

- Object Oriented Programming
  - Java, C++, C#, Objective-C, (...)
- Functional & Logic Programming
  - Haskell, Prolog, (...)
- Script-based Programming
  - Python, JavaScript, (...)
- Web Development
  - HTML, PHP, Ajax, (...)
- Database Technologies
  - SQL, Oracle PL/SQL, (...)
- Knowledge Engineering
  - OWL

Some experience with multimedia, animation and design authoring tools, open-source and proprietary such as Adobe Flash, Adobe Photoshop, GIMP, Blender, (...).

Interests

I am very interested in non-touristic travel. I'm a proud Couchsurfer and backpacker, having trodden a piece of the old silk-road and having completed the land route between Greece and Nepal.

My personal interests range from music - in which I have some personal projects - to literature and cinema. I have a fairly good knowledge in some musical instruments such as the guitar, banjo, mandolin, anglo-concertina, ukulele and trumpet, and I do some musical composition and songwriting as a hobby. I also like painting (acrylic/pastel) and photography as hobbies. I am recently interested in sound art, and have been attending Live Media workshops and playing with Pure Data/Arduino to create small multimedia installations/experiments.

I have composed a song for the soundtrack of the video-game Panic Plane and produced/arranged a song for the soundtrack of the short animation movie "Joe", a Vancouver Film School final project.

My scientific interests are mainly in the areas of information technologies, human-computer interaction, the web, artificial intelligence (multi-agent systems, machine learning and artificial life), computer graphics and videogame design.

Additional Information

My homepage and portfolio: http://christianmarques.info/

My cultural disclosure blog: http://electricganesha.wordpress.com

My musical projects: http://www.wolfboymusic.bandcamp.com/

http://www.thebeautyofnotbreathing.bandcamp.com/

http://www.monolithlandscapes.bandcamp.com/