

## CONTACTS

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in Ema Martins

## HARD SKILLS

Backend

Python

C

Haskell

Java

VisualBasic

C++

C#

.NET

Front-end

React

HTML/CSS

JavaScript

Vue.js

Pug

Non-relational databases

MongoDB

Redis

Relational databases

MySQL

SQL Server

Software & Tools

Godot

Visual Paradigm

SolidWorks

Figma

Office

Matlab

Docker

Writting tools

Markdown

Latex

## LANGUAGES

Portuguese: Native  
English: Independent  
Spanish: Basic

## SOFT SKILLS

Self-taught

Friendly

Resourceful

Charismatic

Creative

Persistent

Dedicated

## EDUCATION

### Master Degree in Informatics and Computing Engineering

September 2024 - Present  
Universidade do Porto, Porto  
Currently in the first year of the master degree

### Bachelor's Degree in Informatics Engineering

September 2022 - July 2024  
Universidade do Minho, Braga  
Finished with a 15/20 average

### Bachelor's Degree in Biomedical Engineering

September 2020 - July 2024  
Universidade do Minho, Braga  
Finished with a 15/20 average

### High school Degree

September 2017 - June 2020  
Escola Secundária Camilo Castelo Branco, V.N.Famalicao  
Finished with a 18.5/20 average

## RELEVANT PROJECTS

### DDJD project

This project was developed as part of the Digital Game Design and Development course. The objective of the game is to solve puzzles as quickly as possible without being detected in order to obtain the exam from Professor Augusto. To assist the player, we provide special powers. The entire game was programmed by me and my colleague. Additionally, we were responsible for the game's design, from the characters to all the background elements. We aimed to make the game as user-friendly as possible, incorporating sounds and music to enhance the experience.

### IPM project

The objective of the "Person-Machine Interface" project is to create an interface for an auto repair shop, specifically designed for the mechanics who work there. With this interface, mechanics can perform services, put services on hold, access personal information, and provide explanations for why certain tasks cannot be completed. It is implemented using HTML, CSS, and JavaScript, assisted with Vue.js, and using a JSON Server to store the information.

### LI1 project

The objective of the "Informatics Labs I" project is to create a game similar to Crossy Road. The game in Haskell provides the user with an interface to play the game individually or with two players, featuring dynamically generated maps and a scoring system.

## PARTICIPATIONS IN EDUCATIONAL PROGRAMS AND ACTIVITIES

- 2018 - Federated in basketball at Ribeirão Club
- 2018 - Erasmus+ Project - Differences - Survival Camp - Support to reintegration of young people with disabilities
- 2019 - Escola de Verão de Física 2019 - Course in relativity, quantum mechanics and nanotechnology held by FCUP
- 2022 - Volunteering to teach extracurricular classes to children aged 6 to 9
- 2022 - Erasmus+ Project - ANIMA 2022 - International meeting of sociocultural animation
- 2023 - Vice-president of Literatuna, Tuna de Letras da Universidade do Minho (University Musical group)