EMA MARTINS

Informatics and Computing Engineering Student

CONTACTS

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HARD SKILLS

Backend
- Python ●●●●●
- C ●●●●●
- Haskell ●●●●○
- Java ●●●●○
- VisualBasic ●●●●○
- C++ ●●●○○
- C# ●●●○○
- .NET ●●○○○

Front-end
- React ●●●●○
- HTML/CSS ●●●●○
- JavaScript ●●●●○
- Vue.js ●●●○○
- Pug ●●○○○

Mobile
- Kotlin ●●●●○
- ReactNative ●●●○○
- Flutter ●●○○○

Non-relational databases
- MongoDB ●●●●●
- Redis ●●●●○
- Cassandra ●●●●○
- Neo4j ●●○○○
- HBase ●●○○○

Relational databases
- MySQL ●●●●○
- SQL Server ●●●●○
- PostgreSQL ●●○○○

Software & Tools
- Godot ●●●●●
- Visual Paradigm ●●●●○
- SolidWorks ●●●●○
- Figma ●●●○○
- Office ●●●○○
- Unity ●●○○○
- Matlab ●●○○○
- Docker ●●○○○

Writing tools
- Markdown ●●●●●
- Latex ●●●○○

LANGUAGES

Portuguese: Native
English: Independent
Spanish: Basic

SOFT SKILLS

Self-taught   Friendly   Resourceful
Charismatic   Creative   Persistent   Dedicated

EDUCATION

Master's Degree in Informatics and Computing Engineering
September 2024 - Present
Universidade do Porto, Porto
Currently in the first year of the master's 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.Famalicão
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**, developed in **Godot**, 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.

Receitas
Receitas is a **mobile app** built in **Kotlin** to keep everything organized. I'm always experimenting with new recipes, and writing them down on paper often makes it hard to keep track.
That's why I built this application. It allows me to add, update, delete, and view my recipes in a much more efficient way.
I can also download a **JSON** file with all my recipes in case I want to import them into another application.

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.

PARTICIPATION 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
- 2023/2024 - Vice-president of Literatuna, Tuna de Letras da Universidade do Minho (University Musical group)