Fábio Almeida

ELECTRICAL AND COMPUTER ENGINEERING STUDENT· NOVA School of Science and Technology

+351 912 958 892| [fabio-r-almeida@hotmail.com](mailto:fabio-r-almeida@hotmail.com) | [www.fabio-almeida.com](http://www.fabio-almeida.com) | [github.com/fabio-r-almeida](https://github.com/fabio-r-almeida) | [linkedin.com/in/frd-almeida](https://www.linkedin.com/in/frd-almeida/)

# About Me

**Programming** Java

**Analytics** SQL · Excel

**Web/Media** JavaScript

**Languages** Fluent in English/Portuguese · Conversational Proficiency in German

# Internships

**Truphone SCNL** *Taguspark, SA*

CUSTOMER SUPPORT BOT – TECHNOLOGY INTERN *Feb. 2020 - Mar. 2020*

* Analyzed different AI customer support bots and selected the most adequate one/most profitable one
* Implemented a working AI customer support bot integrated with Salesforce
* Automated support messages and case creating for each customer

# Education

**NOVA School of Science and Technology** *Caparica*

* MSc. Student in Electrical and Computer Engineering *Sep. 2017 – Present*
* Current Average Grade: 7.5/10

**Salesianos de Manique - Escola** *Cascais*

* Math, Physics, Chemistry *Sep. 2009 – Jul. 2017*
* Average Grade: 7/10

# Competitions and Personal Projects

**Oeiras Valley Award 2022**

* Participation (still undergoing)

**EDP University Challenge 2020**

* The scope of the project was to build a more sustainable watering system for agriculture
* Improving water-efficient irrigation
* Under top50.

**Android App**

* Built and deployed a functional Android App on the Google Play Store

# VOLUNTEERING

* FIC.A — Internacional Science Festival *2021*
* Banco Alimentar – Worked as a team leader and coordinator for 3 consecutive years *2014-2016*
* Salesianos National Games – Logistics management team *2016*

# Skills

**SOCIAL SKILLS AND COMPETENCES**

* Good adaptation to multi-cultural environments
* Ambition to achieve goals and meet deadlines
* Ability to share resources and help each other
* Team spirit
* Good communication skills
* Skills acquired in the context of recreational activities and training in non-formal education

**TECHNICAL SKILLS AND COMPETENCES**

* Knowledge of programming languages (Java, JavaScript, Petri Nets, Python)
* Knowledge of computer hardware
* Software usage understanding (Excel, Word, PowerPoint, AnyLogic, PSS/E, MatLab)
* GitHub usage understanding
* Internet usage understanding
* Arduino/Raspberry Pi acquired skills in the context of home use and academic use