






FRANCISCO PEREIRA

Software Developer

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-  My Portfolio in ffarps.github.io
-  My linkedin

OBJECTIVE

My name is Francisco André Rodrigues Pereira, I'm 22 years old, from Mirandela, and I graduated from the Polytechnic Institute of Bragança with a degree in Informatics Engineering.
During the third year of the course and after completing it, I was awarded two research grants by the Centre for Research in Digitalisation and Intelligent Robotics (CeDRI).
Proactive and dedicated, ready to achieve great things.

EXPERIENCE

- | | | |
|-------------------|---|--|
| Fev 2024-Present | Full Stack Developer Intern at EDNU.AI | EDNU.AI |
| Jul 2023-Sep 2023 | Research Fellowship at CeDRI | CeDRI, Instituto Politécnico de Bragança |
| | Contributed to an OpenZDM project related to developing a C# and OpenGL-based tool in Unity 3D, that aims to reduce defects in production chains in a car factory in the assembly and <i>body shop</i> zones. | |
| Jul 2022-Jan 2023 | Research Fellowship at CeDRI | CeDRI, Instituto Politécnico de Bragança |
| | Worked on developing Augmented Reality (AR) and Virtual Reality (VR) apps in Unity, using different frameworks and tools, such as MRTK, ARCore, Vuforia SDK and ARFoundation. | |

EDUCATION

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|-------------------|--|-------------------------------------|
| Oct 2019-Jul 2023 | Degree in Informatics Engineering | Instituto Politécnico de Bragança |
| | Scientific Areas: Computer Science, Computer Engineering, Mathematics, Information Systems.
Worked on many projects related to Web Development, Computer Architecture, Networking, 3D Modeling, Machine Learning, Data Structures, SQL and IoT. | |
| 2016-2019 | High School Diploma | Agrupamento de Escolas de Mirandela |
| | Science and technology | |

LANGUAGES

Portuguese - native
English - proficient

HARD SKILLS

Programming: C#, Python, Java, JavaScript, TypeScript, etc
Source Control: Git
Linux and Bash
Unity 3D
Databases: SQL and NoSQL

SOFT SKILLS

Self-taught
Attention to detail
Technical Writing
Teamwork