






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
Contributed to the implementation of an AI-powered virtual assistant and provided support in developing an API broker. Played a crucial role in data engineering tasks, ensuring the availability of datasets for training the language model solutions. Collaborated closely with cross-functional teams to optimize the codebase for seamless integration of AI technologies solutions.
- 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 *body shop* 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

- 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
German - rudimentary

HARD SKILLS

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

SOFT SKILLS

Self-taught
Attention to detail
Technical Writing
Teamwork