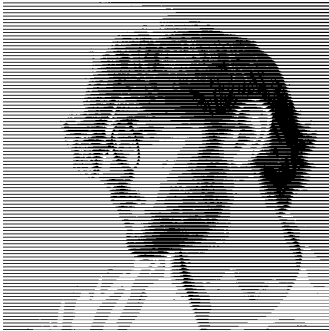


FRANCISCO PEREIRA

Software Developer

Driving Innovation with AI & Machine Learning



- Portugal
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- My Portfolio
- My LinkedIn

OVERVIEW

An informatics engineering graduate with experience in software development and research. Currently working in Research and Development, focusing on creating innovative and scalable solutions with AI-driven projects. Proactive, goal-oriented, and passionate about driving impactful results.

EXPERIENCE

- Jan 2025-Present** **Research and Development Technician at GoTVee** **GoTVee**
At GoTVee, I play a key role in deploying advanced AI-powered virtual assistant solutions by integrating state-of-the-art machine learning algorithms with natural language processing techniques to create systems that accurately interpret and respond to user queries.
- Jan 2024-Dec 2025** **Internship at GoTVee** **GoTVee**
Developed various PoCs and MVPs about AI systems with large languages models and python interfaces.
- Jul 2023-Sep 2023** **Research Fellowship at CeDRI** **CeDRI, Instituto Politécnico de Bragança**
- Contributed to the development of a C# and OpenGL tool in Unity 3D to enhance quality assurance in automotive assembly and body shop processes in a OpenZDM project to improve defect detection mechanisms.
- Jul 2022-Jan 2023** **Research Fellowship at CeDRI** **CeDRI, Instituto Politécnico de Bragança**
- Developed mixed reality (AR and VR) applications using Unity 3D, Frameworks and Libraries.

EDUCATION

- Oct 2019-Jul 2023** **Degree in Informatics Engineering** **Instituto Politécnico de Bragança**
- Scientific Areas: Computer Science, Computer Engineering, Mathematics, Information Systems.
- Honors: Awarded two research fellowships

LANGUAGES

Portuguese - Native
English - Proficient

HARD SKILLS

Machine Learning: Experience developing virtual assistants with API-driven and CUDA-accelerated LLM solutions using Python Libraries.
Programming: Python, C#, Java, JavaScript, others
Data and Analytics: SQL, NoSQL, Vector Databases
Source Control: Git(GitHub, GitLab, BitBucket)
Platforms and Tools: Linux, Bash, Docker, CI/CD pipelines, NGINX, Unity 3D

SOFT SKILLS

Self-taught
Attention to detail
Technical Writing
Teamwork

PUBLICATIONS

An Augmented Reality Intelligent Guide for the Automotive Industry

Published in Learning Factories of the Future (CFL 2024) | University of Twente, Enschede, The Netherlands (Jul 2024)
- Developed a mixed reality HoloLens app using AI and computer vision to identify and display vehicle inspection zones on a production line.
- Integrated gesture-based interaction and a RESTful API for real-time database updates, enhancing efficiency and safety in smart manufacturing.

Publication Link