Gonçalo N. **Paiva Amador**

⌂ *Lisbon, Portugal* · ⚑ *Portuguese* · ⚏ *27/07/1983* · ♂ *Male* · ⚊ *Single*

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"First, solve the problem. Then, write the code." John Johnson

👤 Summary

Software developer in several programming languages, also with experience in primary technical contact point with one or more clients, assisting in planning, debugging, and supervising ongoing critical business applications. Former Project Researcher, Lab Instructor, and Scientific Presenter. Highly motivated, communicative, and self-sufficient professional with solid academic background in C.S. & Engineering. Known as a team player and constant self-driven learner; striving to address novel and exciting challenges. Preference to work with teams in order to grow personally and professionally.

⚙ Areas of Interest

- Computer/Video Games & Gamification.
- Touch/Voice/Camera-based HCI technologies.
- 3D Animation/Modelling & Geometrical Computing.
- Mobile Applications Development.
- Artificial Intelligence, Robotics, and Cybernetics.
- Multi-Core CPU/GPU and Cloud computing.
- Workforce scheduling & management software.

📊 Skills

Programming/meta Languages & APIs/Frameworks:

C/C++[4], C#[2][6], Java[4][5], ASP Classic/.NET (Standard)/.NET Core[6], React Native[5], PL/SQL[5], T-SQL[2][6], Ajax/jQuery/Bootstrap[5], Angular & Node.js[5], Apache Math Commons[4], Apache Struts[5], OpenGL[4], CUDA/OpenMP/OpenCL/MPI[3], HTML/CSS/JavaScript/JSON/XML[3][6], UML[2], LaTeX[4].

Productivity tools:

Azure DevOps & Team Foundation Server (TFS)[6], Zendesk[5], Redmine[5], Git[3][6], SVN[2][5], Apache AirFlow[5], Apache Maven[2][5], Apache Ant[4][5], Apache Tomcat[5], Blender[2], JMonkeyEngine[2], Eclipse[3][5], Netbeans[4], Oracle SQL developer[6], Visual Studio 2005-current[4][6], Visual Studio Code[6], MS SQL-server 2012-Current[2][6], PowerBI[5], Google Chrome[4][7], MS Edge[6], Internet Explorer[4][6], SoapUI[5], Postman[6], Swagger[5], Wireshark[1][5], Fiddler[5], IIS 6-8[5].

Operating Systems Usage:

MS Windows 2003-Current server, XP to 10[4][7], Linux[4][5].

Academic: <1 Yr[1], 1 - 2 Yrs[2], 3 - 5 Yrs[3], 5+ Yrs[4]   **Professional**: <1 Yr[5], 1 - 2 Yrs[6], 3 - 5 Yrs[7], 5+ Yrs[8]

💼 Experience

AMARIS (PROFESSIONAL)   *Lisbon, Portugal*
.NET Developer @Finances & Investment Sector   April 2021 - Present
  Technologies: Google Chrome, MS Edge, Internet Explorer, Postman, Fiddler, Azure DevOps, Git, Visual Studio 2019, Visual Studio code, ASP .NET (Standard)/.NET core, Angular7/8, Node.js, HTML/CSS/JavaScript/JSON/XML, Windows 10

AXIANS (PROFESSIONAL)   *Lisbon, Portugal*
Support Engineer @Microsoft   Aug. 2020 - April 2021
  Technologies: Google Chrome, MS Edge, Internet Explorer, Postman, Fiddler, Wireshark, Git, Visual Studio 2019, Visual Studio code, ASP .NET (Standard)/.NET core, Node.js, React Native, HTML/CSS/JavaScript/JSON/XML, Windows 10

AMARIS (PROFESSIONAL)   *Lisbon, Portugal*
ASP classic Developer @Banking Sector   June 2019 - May 2020
  Context: adaptive, perfective and corrective banking software development.
  Functions: developing T-SQL queries and jobs. Adaptive, perfective and corrective banking application development.
  Technologies: Internet Explorer, MS SQL-Server 2005, T-SQL, ASP classic, HTML/CSS/JavaScript/JSON/XML, Windows 10

Java and Oracle Database Developer @Banking Sector Jan. 2019 - June 2019

Context: account migration among banks, adaptive, perfective and corrective banking software development.
Functions: inspecting PL-SQL queries, the sequence of queries, and then fine tuning those queries prior to sending data. Day to day support activities, investigate and address issues regarding quality of sent data with the business area. Adaptive, perfective and corrective banking software development.
Technologies: Google Chrome, Redmine, Apache AirFlow, Apache Ant, Apache Maven, Apache Tomcat, Apache Struts, Eclipse, Oracle SQL developer, PL-SQL, Java 6-8, Windows 7/10

Technical Account Manager @Contact Center Software Services Sector Feb. 2018 - Dec. 2018

Technologies: Google Chrome, Internet Explorer, Azure DevOps, TFS, IIS 6-8, Postman, SoapUI, Zendesk, PowerBI, MS SQL-server 2012-2017, T-SQL, Windows 7

RedIT (Professional) *Lisbon, Portugal*

Software Consultant @Social action & health Sector, RedIT and Energy Sector Jul. 2017 - Jan. 2018

Context: Adaptive software development and integration with Model-Based architecture for an energy sector company. Adaptive, perfective and corrective software maintenance for an information management system used in the areas of social action and health, Aka X. Perfective and corrective software maintenance in the integration of an Azure AD (AAD) login functionality within a vacation management online solution, Aka Y.
Functions: Integration of Uber-like functionalities into existing Model-Based architecture modules. PL-SQL database replication. Integration, algorithm development, and prototyping of route calculation and schedule assigning software into existing Model-Based architecture modules. Extension and maintenance of all Model-View-Controller (MVC) functionalities to update and include new functionalities on X database. Functional and aesthetic bug resolution in views, controllers, and models of X. Study of Azure AD usage scenarios. Y login integration with Azure AD.
Technologies: Google Chrome, AAD, TFS, Git, Visual Studio 2013 & 2017, Visual Studio Code, MS SQL-server 2014 & 2016, Oracle SQL developer, C#, T-SQL, PL-SQL, ASP .NET (Standard), Angular2/4, jQuery/Ajax/Bootstrap, HTML/CSS/JavaScript/JSON/XML, Node.js, JavaScript, Windows 7

Instituto de Telecomunicações and Graphics & Media Laboratory (Academic)

Research Associate for <PTDC/EIA/70830/2006, MOGGY - A Browser-Based Massive Multiplayer Online Game Engine Architecture> Project Mar. 2008 - Dec. 2011

Context: Research and Development of a browser-based game engine for MMOGs.
Functions: Develop a Java game engine prototype, to test state management algorithms. Assist in porting an existing multi-player game (Jake2) to a MMOFPS. Implement fluid simulators in the GPU. Elaboration and public presentation of scientific conference articles.
Technologies: Google Chrome, NetBeans, Apache Math Commons, OpenGL, CUDA/OpenMP/OpenCL/MPI, Java 1.6, C/C++, LaTeX, Linux, Windows XP-7

Universidade da Beira Interior (Academic) *Covilhã, Portugal*

Lab Instructor for the 11498-Computer Science and Engineering & 11156-Game Design and Development: Video Games Technologies Course Jan. 2012 - July 2016
and the 5385-Computer Science and Engineering: Computer graphics Course Jan. 2012 - July 2012

Responsible for 0.5 hour lecture and supervision of 1.5 hour laboratory, and practical project joint assessment.
Context: Lab. assistant in practical component of the video game technologies and computer graphics courses.
Functions: Develop lab. course material, including practical sheets and tests (available upon request). Responsible for 0.5 hour lecture and supervision of 1.5 hour lab. Participated in practical project joint assessment with course supervisor.
Technologies: Google Chrome, Blender, JmonkeyEngine, NetBeans, Visual Studio 2005 & 2008, OpenGL, Java 1.6-1.8, C/C++, LaTeX, Linux, Windows XP-7

Research Associate for <POCI/V/04.01302/0155/0002/2006, "Metodologias Dinâmicas para o Sucesso em Matemática> Project July 2007 - Apr. 2008

Context: Develop dynamic ways to dynamize a math department and math teaching at an university level.
Functions: Creation of dynamic contents (presentations and work sheets) for theoretical and laboratory mathematics courses, i.e., dynamic presentations intended to make math learning more interactive and available outside the class room.
Technologies: LaTeX, Windows XP

✹ Certifications

Build Mobile Applications with SAP Cloud Platform Mobile Services (227.8/300)   Aug. 2019 - Oct. 2019
   Online Certificate: `https://open.sap.com/verify/xicav-sakyr-fopyh-kyfal-tunah`
   Valid from October 2, 2019 - Present

Object-Oriented Programming in Java (188.0/200)   June 2018 - July 2018
   Online Certificate: `https://open.sap.com/verify/xocis-tyvip-gynuh-byneg-punel`
   Valid from July 25, 2018 - Present

Cloud-Native Development with SAP Cloud Platform* (249.1/360)   Apr. 2018 - May 2018
   Online Certificate: `https://open.sap.com/verify/xosen-nykel-vybup-susig-sihim`
   Valid from May 30, 2018 - Present

Developing Java-Based Apps on SAP Cloud Platform* (234.3/300)   Apr. 2017 - May 2017
   Online Certificate: `https://open.sap.com/verify/xuhes-rimus-bikon-roper-hicom`
   Valid from May 18, 2017 - Present

Cisco   *Covilhã, Portugal*
CCNA Routing and Switching: Introduction to networks   Oct. 2013 - Jan. 2014
   Valid from Jan. 2014 - Present

🎓 Education

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING, UNIVERSIDADE DA BEIRA INTERIOR   *Covilhã, Portugal*
PhD in Computer Science and Engineering   Jan. 2013 - June 2017
   Thesis: Influence-based Motion Planning Algorithms for Games
   Supervisor: Professor Abel Gomes
   Context: Implementation of a modular game engine, suitable for teaching a video games technologies course. Path finding algorithms merged with influence maps.
   Functions: Survey state-of-the-art regarding (i)modular game engine architectures, (ii)video game technologies teaching methodologies, (iii)influence maps and path finding algorithms. Game engine development (JOT). Implementation of a novel pathfinding algorithm, and two novel techniques to integrate influence maps with pathfinders. Writing of journal/conference scientific articles and thesis, presentation of conference articles, and thesis oral presentation/defense.
   Technologies: GIT, NetBeans, Java 1.6-1.8, JGroups, OpenGL, Apache Maven, Apache Math Commons, Linux , Windos XP-7

Bachelor's Degree in Information Technologies and Systems   Sept. 2010 - July 2011
Master's Degree in Computer Science and Engineering   Sept. 2007 - Oct. 2009
   Thesis: Real-Time 3D Rendering of Water using CUDA (19/20 points)
   Supervisor: Professor Abel Gomes
   Context: Extending a 2D fluids simulation algorithm to 3D in the GPU resorting to CUDA.
   Functions: Gathering/analysis of state-of-the-art regarding fluid simulation in virtual environments. Porting a 2D fluids simulation (Jos Stam Stable fluids) algorithm to 3D in the GPU resorting to CUDA. Writing of journal/conference scientific articles and thesis, presentation of conference articles, and thesis oral presentation/defense.
   Technologies: Visual Studio 2005-2008, CUDA 2.0, C/C++, Linux , Windos XP-7

Bachelor's Degree in Computer Science and Engineering   Sept. 2001 - July 2007

🌐 Languages

Proficient User (CEFRL:C2): Portuguese (Native), English.
Basic User (CEFRL:A2): Spanish, French.

ℹ️ Additional Information

Researcher with 13 international scientific articles published (4 journal and 9 conferences).
Keynote speaker at 9 technical, technological and scientific events.
B1/B Drivers license