



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 with 9+ Yrs of experience. Highly motivated, communicative, and self-sufficient professional with solid academic background in Computer Science and Engineering, namely in: Game Engine Technologies, Teaching methodologies, HPC, Geometric Computing, and HCI. Known as a team player and constant self-driven learner; striving to address novel and exciting challenges. Preference to work with and/or manage teams in order to grow personally and professionally.

⚙️ Areas of Interest

- Touch/Voice/Camera-based HCI technologies.
- 3D Animation/Modelling & Geometrical Computing.
- Multi-Core CPU/GPU and Cloud computing.
- Computational Fluids Dynamics (CFD).
- Artificial Intelligence, Robotics, and Cybernetics.
- Computer Games & Gamification.
- Workforce scheduling & management software.

📊 Skills

Programming/meta Languages & APIs/Frameworks:

- C/C++^[4], C#^{[2][5]}, Java^[4], shell scripting^[4], PL/SQL^[5], T-SQL^{[2][6]}, jQuery/Ajax/JSON/Bootstrap^[5], Angular2/4 & Node.js^[5], OpenGL^[4], CUDA/OpenMP/OpenCL/MPI^[3], HTML/CSS/JavaScript/XML^{[3][5]}, UML^[2], LaTeX^[4].

Productivity tools:

- Azure DevOps^[5], Team Foundation Server (TFS)^[5], Git^{[3][5]}, SVN^{[2][5]}, Maven^[2], Ant^[4], Eclipse^[3], Netbeans^[4], Visual Studio 2005-current^{[4][5]}, Visual Studio Code^[5], MS SQL-server 2012-2017^{[2][5]}, MS Outlook^[5], Skype for Business^[5], WebEx^[5], Google Chrome^[5], Teamviewer^{[4][5]}.

Operating Systems Usage:

- MS Windows 2003-2016 server, XP - 10^{[4][6]}, Linux (Ubuntu, Mint, Fedora, and OpenSuse)^[4], CiscoIOS^[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

Technical Account Manager

Feb. 2018 - Dec. 2018

- **Context:** Primary technical contact point with one or more clients, assisting in planning, debugging, and supervising ongoing critical business applications.
- **Functions:** provide technical support for customers to support pre-sales and post-sales processes, address all product-related queries on time, create learning materials and train customers to use products effectively, assist in the creation of support documentation for existing software/service products, provide developers with customer's feedback to help identify potential new features or products, report on product performance, identify solutions to reduce support costs, analyze customer's needs and suggest upgrades or additional features to meet their requirements.
- **Technologies:** Azure DevOps, TFS, IIS 6-8, VNC, mRemote, Cisco AnyConnect, FortiClient, Teamviewer, Skype/Skype for Business, WebEx, MS Outlook, MS Office, PowerBI, SSRS/SSIS/SSAS, Postman, SoapUI, T-SQL, MS SQL-server 2012-2017.

REDIT (PROFESSIONAL)

Lisbon, Portugal

Software Consultant

Aug. 2017 - Jan. 2018

- **Context:** Adaptive, perfective and corrective software maintenance for an information management system used in the areas of social action and health, let's refer to it as X.
- **Functions:** Extension and maintenance of all Model-View-Controller (MVC) functionalities, including models, views, controllers, and SQL scripts to update and include new functionalities on X database. Functional and aesthetic bug resolution in views, controllers, and models of X.
- **Technologies:** TFS, jQuery, Ajax, JSON, Bootstrap, C#, MVC 5.0, MS SQL-server 2014, Visual Studio 2013.

Software Consultant

July 2017 - August 2017

- **Context:** Perfective and corrective software maintenance in the integration of a login functionality managed by Azure AD within a near release vacation management online solution, let's refer to it as Y.
- **Functions:** Study of Azure AD usage scenarios. Assessment on how to integrate (at the time) Y login process with Azure AD.
- **Technologies:** Git, Angular2/4, JSON, Bootstrap, Node.js, C#, MVC 5.0, MS SQL-server 2016, Visual Studio 2017, Visual Studio Code, Azure AD.

INSTITUTO DE TELECOMUNICAÇÕES AND GRAPHICS & MEDIA LABORATORY (ACADEMIC)

Research Associate for <PTDC/EIA/70830/2006, MOGGY - A Browser-Based Massive Multiplayer

Mar. 2008 - Dec. 2011

Online Game Engine Architecture> Project

- **Context:** Study and ultimately attempt to Develop a game engine for MMOGs to work on the browser.
- **Functions:** Develop a Java game engine prototype, to test state management algorithms. Assist in porting an existing multi-player game (Jake2) to a MMOFPS resorting to GridGain. Implement fluid simulators in the GPU. Elaboration and public presentation of scientific conference articles.
- **Technologies:** Java 1.6, GridGain, Jgroups, JogAmp, Apache Math Commons, C/C++, CUDA 2.0, LaTeX, Beamer.

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

- **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:** Java 1.6-1.8, JmonkeyEngine, NetBeans, Whiteboard, LibreOffice, LaTeX, Beamer.

Research Associate for <POCI/V/04.01302/0155/0002/2006, "Metodologias Dinâmicas para o

July 2007 - Apr. 2008

Sucesso em Matemática> Project

- **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:** Blackboard, Mathematica, Matlab, LaTeX, Beamer.

🌟 Certifications

SAP

Object-Oriented Programming in Java (188.0/200)

Jun. 2018 - Jul. 2018

- License [openSAP](#)
- [Online Certificate](#)
- Valid from Jul. 25, 2018 - Present

Cloud-Native Development with SAP Cloud Platform* (249.1/360)

Apr. 2018 - May. 2018

- License [openSAP](#)
- [Online Certificate](#)
- Valid from May. 30, 2018 - Present

Design Your First App with Build* (230.0/240)

Oct. 2017 - Nov. 2017

- License [openSAP](#)
- [Online Certificate](#)
- Valid from Nov. 9, 2017 - Present

Developing Java-Based Apps on SAP Cloud Platform* (234.3/300)

April 2017 - May 2017

- License [openSAP](#)
- [Online Certificate](#)
- Valid from May 18, 2017 - Present

SAP HANA Cloud Platform* Essentials (300/360)

Feb. 2017 - March 2017

- License [openSAP](#)
- [Online Certificate](#)
- Valid from March 29, 2017 - Present

Extending SAP S/4HANA with SAP HANA Cloud Platform* (254.0/360)

Jan. 2017 - March 2017

- License [openSAP](#)
- [Online Certificate](#)
- Valid from Feb. 28, 2017 - Present

CISCO

Covilhã, Portugal

CCNA Routing and Switching: Introduction to networks

Oct. 2013 - Jan. 2014

- [Cisco NetAcad](#)
- Valid from Jan. 2014 - Present

Education

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING, UNIVERSIDADE DA BEIRA INTERIOR

Covilhã, Portugal

PhD in Computer Science and Engineering (18/20 points)

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:** Gathering/analysis of 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:** Java 1.6-1.8, GridGain, JGroups, JogAmp, Maven, GIT, Apache Math Commons, NetBeans, LaTeX, Beamer.

Bachelor's Degree in Information Technologies and Systems (15/20 points)

Sept. 2010 - July 2011

Master's Degree in Computer Science and Engineering (18/20 points)

Sept. 2007 - Oct. 2009

- **Final 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:** CUDA 2.0, C/C++, Visual Studio 2005-2008, LaTeX, Beamer.

Bachelor's Degree in Computer Science and Engineering (13/20 points)

Sept. 2002 - July 2007

SECONDARY/HIGH SCHOOL OF PENICHE

Peniche, Portugal

High school Professional Degree in Electrotechnology and Electronics

Sept. 1998 - July 2001

Languages

Proficient User (CEFR:L2): Portuguese (Native), English.
Basic User (CEFR:A2): Spanish, French.

Additional Information

Researcher with 11 international scientific articles published (2 journal and 9 conferences).
Keynote speaker at 9 technical, technological and scientific events.
B1/B Drivers license