



# 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

- 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++<sup>[4]</sup>, C#<sup>[2][5]</sup>, Java<sup>[4][5]</sup>, ASP Classic<sup>[5]</sup>, shell scripting<sup>[4]</sup>, PL/SQL<sup>[5]</sup>, T-SQL<sup>[2][6]</sup>, JSP/jQuery/Ajax/JSON/Bootstrap<sup>[5]</sup>, Angular & Node.js<sup>[5]</sup>, Apache Math Commons<sup>[4]</sup>, Apache Struts<sup>[5]</sup>, OpenGL<sup>[4]</sup>, HTML/CSS/JavaScript/XML<sup>[3][6]</sup>, UML<sup>[2]</sup>,

### Productivity tools:

Azure DevOps<sup>[5]</sup>, Team Foundation Server (TFS)<sup>[6]</sup>, Zendesk<sup>[5]</sup>, Redmine<sup>[5]</sup>, Git<sup>[3][5]</sup>, SVN<sup>[2][5]</sup>, Apache Maven<sup>[2][5]</sup>, Apache Ant<sup>[4][5]</sup>, Apache Tomcat<sup>[5]</sup>, Eclipse<sup>[3][5]</sup>, Netbeans<sup>[4]</sup>, Oracle SQL developer<sup>[6]</sup>, Visual Studio 2005-current<sup>[4][5]</sup>, Visual Studio Code<sup>[5]</sup>, MS SQL-server 2012-2017<sup>[2][6]</sup>, PowerBI<sup>[5]</sup>, Google Chrome<sup>[4][7]</sup>, MS Edge<sup>[5]</sup>, Internet Explorer<sup>[4][6]</sup>, SoapUI<sup>[5]</sup>, Postman<sup>[6]</sup>, Swagger<sup>[5]</sup>, IIS 6-8<sup>[5]</sup>.

### Operating Systems Usage:

MS Windows 2003-2016 server, XP - 10<sup>[4][6]</sup>, Linux<sup>[4]</sup>.

**Academic:** <1 Yr<sup>[1]</sup>, 1 - 2 Yrs<sup>[2]</sup>, 3 - 5 Yrs<sup>[3]</sup>, 5+ Yrs<sup>[4]</sup>

**Professional:** <1 Yr<sup>[5]</sup>, 1 - 2 Yrs<sup>[6]</sup>, 3 - 5 Yrs<sup>[7]</sup>, 5+ Yrs<sup>[8]</sup>

## 📁 Experience

### AXIANS (PROFESSIONAL)

#### Support Engineer

Lisbon, Portugal

Aug. 2020 - Present

**Technologies:** Google Chrome, MS Edge, Internet Explorer, Windows 10.

### AMARIS (PROFESSIONAL)

#### ASP classic Developer

Lisbon, Portugal

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/XML, Windows 10.

#### Java and Oracle Database Developer

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

Feb. 2018 - Dec. 2018

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

## REDIT (PROFESSIONAL)

Lisbon, Portugal

### Software Consultant

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 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, Azure AD, TFS, Git, Visual Studio 2013 & 2017, Visual Studio Code, MS SQL-server 2014 & 2016, Oracle SQL developer, C#, T-SQL, PL-SQL, Angular2/4, JSP/jQuery/Ajax/JSON/Bootstrap, 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

Mar. 2008 - Dec. 2011

#### Online Game Engine Architecture> Project

**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. Elaboration and public presentation of scientific conference articles.

**Technologies:** Google Chrome, NetBeans, GridGain, Apache Math Commons, OpenGL, Java 1.6, 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:** NetBeans, Visual Studio 2005 & 2008, OpenGL, Java 1.6-1.8, C/C++, Linux, Windows XP-7.

## 🌟 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

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

Oct. 2017 - Nov. 2017

Online Certificate: <https://open.sap.com/verify/xoban-setyz-vogaf-leryz-lufor>  
Valid from Nov. 9, 2017 - 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

### 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](#), [GridGain](#), [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

### Bachelor's Degree in Computer Science and Engineering

Sept. 2001 - July 2007

## Languages

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**Proficient User (CEFR:L:C2):** Portuguese (Native), English.

**Basic User (CEFR:L:A2):** Spanish, French.

## Additional Information

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**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**