



Gonçalo N. Paiva Amador

🏠 Peniche, Portugal · 🇵🇹 Portuguese · 📅 27/07/1983 · ♂ Male · 🧑 Single

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

👤 Summary

Software Engineer, Project Researcher, Laboratory Professor, and Scientific Presenter with over 9 years of experience. Highly motivated, communicative, self-sufficient, and versatile professional with solid academic background in Computer Science and Engineering, namely in: Game Engine Technologies, Teaching methodologies, HPC, and HCI. Known as a team player, multi-tasker, constant self-driven learner; strive to address novel and exciting challenges by integrating, adapting, developing novel knowledge/tools. Preference to work with and/or manage teams in order to grow personally and professionally.

⚙️ Research Interests

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

📊 Skills

Programming/meta Languages & APIs/Frameworks:

- C/C++, C#, Java, shell scripting, SQL, jQuery, Ajax, AngularJS, Node.js, CUDA/OpenMP/OpenCL/MPI, OpenGL, HTML/CSS/JavaScript/XML/JSON, UML, LaTeX.

Productivity tools:

- Git/SVN, Maven, Ant, Team Foundation Server, Gimp, Skype, Google Chrome, Mozilla Firefox, LibreOffice, Blender, Eclipse/Netbeans/VisualStudio 2005-current, SQL server 2014-2016.

Operating Systems Usage:

- MS Windows (2003-2008 server, 7,10), Linux (Ubuntu, Mint Cinnamon, Fedora, and OpenSuse), Android and iOS.

👜 Experience

RED IT (PROFESSIONAL)

Lisbon, Portugal

Software Engineer

July 2017 - Present

- Assistance in the integration of a login functionality managed by Azure AD within a vacation management online solution.
- Development and bug support for an in use information management system in the areas of social action and health. (cannot disclose from which due to confidentiality agreement terms).

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

- Engineering and design of a novel modular game engine architecture to test state management techniques.
- Implementation of Grid-based solutions to transform multi-player games into MMOGs.

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

- Developed laboratory course material, including practical sheets and tests (available upon request).
- Responsible for 0.5 hour lecture and supervision of 1.5 hour laboratory, and practical project joint assessment.

Research Associate for <POCI/V/04.01302/0155/0002/2006, "**Metodologias Dinâmicas para o Sucesso em Matemática**"> Project

July 2007 - Apr. 2008

- Creation of dynamic contents (presentations and work sheets) for theoretical and laboratory mathematics courses.
- Integration of dynamic content with a content management system (CMS), assessment and extension of CMSs.

Certifications

SAP

Developing Java-Based Apps on SAP Cloud Platform*

online

April. 2017 - May 2017

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

SAP HANA Cloud Platform* Essentials

Feb. 2017 - March 2017

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

Extending SAP S/4HANA with SAP HANA Cloud Platform*

Jan. 2017 - March 2017

- [openSAP](#)
- [Online Certificate](#)
- Valid from February 28, 2017 - Present

Cisco

CCNA Routing and Switching: Introduction to networks

Covilhã, Portugal

Oct. 2013 - Jan. 2014

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

Additional Information

Researcher with 9 international scientific articles published (1 journal and 8 conferences).

Keynote speaker at 8 technical, technological and scientific events.

B1/B Drivers license

Education

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING, UNIVERSIDADE DA BEIRA INTERIOR

Covilhã, Portugal

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

Jan. 2012 - July 2017

- Thesis: Influence-based Motion Planning Algorithms for Games
- Supervisor: [Professor Abel Gomes](#)

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

Sept. 2010 - July 2011

- Final Project: Seamless zoning algorithms for MMOGs over a Grid (18/20 points)
- Supervisor: [Professor Abel Gomes](#)

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](#)

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:L:C2): Portuguese (Native), English.

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