GONÇALO ROXO

PROFILE

Passionate about technology and highly motivated, I have a collaborative mindset and I'm always open to hearing different perspectives. I can adapt to new situations and like to explore them creatively. New challenges are opportunities to learn new skills.

SKILLS

Languages

- Portuguese – Native
- English – Advanced

Programming

- Javascript • HTML • CSS • React
- Unity • C# • JAVA • Android Studio

EDUCATION

Master of Computer Science and Engineering

- NOVA School of Science and Technology (2023)
- Thesis: "Studying Serious Games for the Therapy of Children with Disabilities following a Co-Design Process"

Bachelor of Science and Computer Engineering

- NOVA School of Science and Technology (2020)
- IGNES: a web and mobile app to help in wildfire prevention, built from the ground up with four colleagues as the final project.

Erasmus+ Program

- Comenius University Bratislava – Slovakia
- 1st Semester (2018/2019)

Science and Technology Course

- Escola Secundária Professor José Augusto Lucas

RESEARCH SCHOLARSHIP

NOVA LINCS

- Project: "Pervasive Framework to Support Smart Therapy of Children with Special Needs"
- Full paper: "Dance Mat Fun – A Participatory Design of Exergames for Children with Disabilities" in Springer's Pervasive Computing Technologies for Healthcare, presented at the 16th EAI International Conference of Pervasive Health
- March – September (2022)

HOBBIES AND INTERESTS

- Scuba Diving • 3D Printing • 3D Modelling
- Photography • Space • Nature Documentaries