Henrique**Rocha**

Telecommunications and Informatics

about

Henrique Duarte Lopes Rocha

Rua dos Cedros nº100
Alto do Lagoal
2760-025 Caxias
Portugal

(+351) 938781922

hdlopesrocha91@gmail.com
WebSite
YouTube

languages

portuguese (native)
english (fluent)

programming

♥ Java
(Android, PlayFramework,
LWJGL, MapReduce, GWT, AWS),
C, C++ (OpenGL), C# (XNA,
Windows Forms, WPF, lpsolve),
VB, Python, Scala, Scheme,
HTML, CSS (Bootstrap),
JavaScript (jQuery, AJAX,
WebGL, WebRTC), PHP
(Wordpress), GLSL, HLSL.

databases

DynamoDB, MongoDB, MySQL,
Neo4j, PostgreSQL, SQLite.

soft skills

Time Management
Problem-Solving
Team Player
Self Confidence
Adaptability

education

2013–now	**Master of Science**	Instituto Superior Técnico - Taguspark
	Telecommunications and Informatics Engineering (Expected Grade: 16 in 20)	
2009–2014	**Bachelor of Science**	Instituto Superior Técnico - Taguspark
	Communication Networks Engineering (Final Grade: 13.2 in 20)	
2006–2009	**Secondary School**	Escola Secundária Luís de Freitas Branco, Paço de Arcos
	Science & Technology	

experience

11 2014 (ongoing)	**Web Development**	Bullray
	Development of an architecture for a chat application. Experience with Android, PlayFramework and MongoDB.	
04 2014 (6 months)	**Scientific Initiation Scholarship**	INESC
	Frontend Development for Provide Results's Bimk project. Experience with PlayFramework, Revit API and GIT.	
09 2013 (6 months)	**Scientific Initiation Scholarship**	CEG-IST
	Programming Decision Analysis Software (MACBETH). Development of an algorithm to suggest judgements based on past decisions using lpsolve.	
08 2013 (2 weeks)	**Summer Work**	LCG
	Frontend development for Decision Analysis Software using ASP.NET.	
11 2012	**Pizza Night Competition**	Microsoft Lisbon Experience
	2º place on Windows Phone Category with Infinity Edge game.	
08 2006 (1 month)	**Garbage Collector**	Jovens em Movimento, Oeiras
	Cleaning and maintenance of public spaces.	

applications

2015	**Bomb Raider**	Google Play
	Bomb Raider is a simple singleplayer and multiplayer game where the goal is destroying all enemies in the map.	
2013	**OpenGlobe**	Instituto Superior Técnico
	Modeling Earth surface with GPS devices and topographic collected data. It is also possible to predict satellites position through ephemeris data.	
2012	**Infinity Edge (Windows Phone 7)**	windows marketplace
	First Person Shooter with spaceships.	
2011	**Era of Empires**	Personal Project
	3D environment generator and Real Time Strategy game engine.	

interests

3D Studio Max, Photoshop, Game Development, Web Design, Network Security, Jogging and Yoga.

grades

Bachelor - Communication Networks Engineering

Engineering Sciences

- Linear Algebra - 10
- Computational Mathematics - 10
- Differential and Integral Calculus I - 11
- Theory of Computation - 13
- Mechanics and Waves - 13
- Differential and Integral Calculus II - 10
- Electromagnetism and Optics - 13
- Complex Analysis and Differential Equations - 13
- Probabilistic and Statistics - 12

Electrical Engineering Sciences

- Introduction to Electronic Circuits and Systems - 12
- Electronics of Embedded Systems - 13
- Systems and Signals - 17
- Propagation and Antennas - 14
- Comunications Systems - 13

Computer Science Engineering

- Introduction to Algorithms and Data Structures - 18
- Foundations of Programming - 15
- Introduction to Human-Computer Interaction - 18
- Object-Oriented Programming - 13
- Operating Systems - 14
- Databases - 14
- Distributed Systems - 15
- Software Engineering - 16

Soft-Skills

- Management - 10
- Independent Studies A - 13
- Oral and Written Communication - 10

Electrical Engineering and Computer Science

- Digital Systems - 11
- Computer Architecture - 12
- Computer Networks - 12
- Network Architectures - 12
- Network Management and Security - 15

Master - Telecommunications and Informatics Engineering

Mobile, Peer-To-Peer and Cloud Applications

- Cloud Computing - 15

- Mobile Computing - 15
- Peer-to-Peer Systems and Overlay Networks - 15

Entrepreneurial Leadership, Organization, Economy and Management

- Decision Support Models - 14

Common Branch

- Forensics Cyber-Security - 16
- Middleware for Distributed Internet Applications - 14
- Telecommunications and Positioning Satellite Systems - 17
- Performance Evaluation and Dimensioning of Networks and Systems - 15
- Web Data Extraction and Analysis - 16

Master Thesis

- Master Project in Telecommunications and Computer Engineering - 17

Elective Courses

- Services Engineering - 17
- Database Administration and Tuning - 15