HenriqueRocha

Telecommunications and Informatics

| about | education | |
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| Henrique Duarte Lopes Rocha | 2013-now | Master of Science Instituto Superior Técnico - Taguspark Telecommunications and Informatics Engineering |
| Rua dos Cedros nº100 Alto do Lagoal | 2009–2014 | Bachelor of Science Instituto Superior Técnico - Taguspark Communication Networks Engineering |
| 2760-025 Caxias Portugal | 2006–2009 | Secondary School Escola Secundária Luís de Freitas Branco, Paço de Arcos Science & Technology |
| (+351) 938781922 | experier | nce |
| hdlopesrocha91 @gmail.com WebSite YouTube | 11 2014 (ongoing) | Web Development Development of an architecture for a chat application. Experience with Android, PlayFramework and MongoDB. |
| languages portuguese (native) english (fluent) | 04 2014 (6 months) | Scientific Initiation Scholarship INESC Frontend Development for Provide Results's Bimk project. Experience with PlayFramework, Revit API and GIT. |
| programming | 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 Ipsolve. |
| LWJGL, MapReduce), C, C++ (OpenGL), C# (XNA, Windows Forms, WPF, Ipsolve), VB, | 08 2013 (2 weeks) | Summer Work Frontend development for Decision Analysis Software using ASP.NET. |
| Python, Scala, Scheme, HTML, CSS, | 11 2012 | Pizza Night Competition Microsoft Lisbon Experience 2° place on Windows Phone Category with Infinity Edge game. |
| JavaScript (jQuery, AJAX, WebGL), SQL, PHP, GLSL, HLSL. | 08 2006 (1 month) | Garbage Collector Cleaning and maintenance of public spaces. Jovens em Movimento, Oeiras |
| databases MySQL, PostgreSQL, | applicat | ions |
| MongoDB, DynamoDB. soft skills | 2013 | OpenGlobe Instituto Superior Técnico Modeling Earth surface with GPS devices and topographic collected data. It is |
| Time Management Problem-Solving | 2012 | also possible to predict satellites position through ephemeris data. Infinity Edge (Windows Phone 7) windows marketplace First Person Shooter with spaceships. |
| Team Player Self Confidence Adaptability | 2011 | Era of Empires 3D environment generator and Real Time Strategy game engine. Personal Project |

interests

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