

CONTACT

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DETAILS

- Date of Birth: 22-05-2002
- Driving Licence: B

SKILLS

Programming Languages:

- C#, Java, C, C++, SQL, JavaScript, Haskell, Assembly

Web Development:

- Html, Css, JavaScript, React, ASP.NET Core, SQL Server, SignalR, NodeJS

Tools:

- Unity, Git, Azure, SSMS, Figma, Android Studio

Areas of Expertise:

- Game Development, Web Development, GUI Design, AI, Data Structures

LANGUAGES

- Portuguese (Native)
- English (Fluent)

HÉLDER RAMOS

SOFTWARE DEVELOPER

PROFILE

Dedicated and skilled Software Developer with a Bachelor's degree in Computer Science and over 3 years of experience in game development using Unity and C#. Proficient in designing, testing, and maintaining robust systems.

EDUCATION

- University of Porto, Faculty of Sciences** SEP, 2020 - JUL, 2023
Bachelor's Degree in Computer Science

Grade: 16

- AI Projects:** Developed AI algorithms and games using Java.
- Web Development:** Built and maintained websites using JavaScript, NodeJS, HTML, and CSS.
- Game Development:** Developed a digital board game using Unity and C#.
- Compiler Development:** Developed a Pascal-0 compiler using Haskell.
- Mobile App Development:** Created a Netflix-style Android app using Java, Android Studio, and cloud-based databases.
- Database Management:** Designed and managed databases using SQL.
- Human-Computer Interaction:** Designed a GUI for a marine platform's navigation panel in Figma.
- Cybersecurity:** Applied privacy and cybersecurity practices in hands-on coursework.
- Low-Level Programming:** Completed coursework in Assembly and computer architecture.
- Mathematical and Theoretical Foundations:** Solved complex problems using mathematics, data structures, and algorithms.

PERSONAL PROJECTS

- Developed two games using Unity and C#:**
 - Co-created a 2D platformer during the 45-hour NUCC-FCUP 2024 Game Jam, winning first place.
 - Currently developing a 2D metroidvania for over 2+ years, honing skills in code architecture, design patterns, level design, art, music, and comprehensive game development practices.
- Developed an online web game:**
 - Developed an online Snake 1v1 web game using React, ASP.NET Core, EF Core, MYSQL, SignalR and authentication with JWT. API is deployed on Azure, and the frontend is hosted on GitHub Pages.