

CONTACT

- +351 918 185 199
- helderramos1414@gmail.com
- Vila do Conde, Portugal
- linkedin.com/in/hélder-ramos
- github.com/heldergomesramos
- heldergomesramos.github.io
- pofinho.itch.io

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, 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, SQL Server, and SignalR for real-time gameplay.