João Galveias

+351 913608727 | Lisbon, Portugal | joao.galveias@tecnico.pt | linkedin.com/in/joao-galveias | github.com/j-galveias

EDUCATION

Instituto Superior Técnico   Lisbon, Portugal
Master in Computer Science and Engineering   *Sept. 2020 – Nov. 2022*

Instituto Superior Técnico   Lisbon, Portugal
Bachelor in Computer Science and Engineerings   *Sept. 2017 – June 2020*

PROFESSIONAL EXPERIENCE

Full Stack Developer | *Nuxt 2/3, Typescript, JavaScript, Kotlin, Java, SQL, Jira*   March 2023 – Present
Covariance - Innovative Solutions   *Portugal, Remote*
- Contribute to the development and maintenance of *Transports Publics Genevois* (TPG)'s ticket sales website, B2B website, municipality website, and agency platform
- Play a key role in increasing the volume of features implemented across various TPG platforms, as well as in the redesign of these platforms
- Develop APIs and frontend pages to enhance functionality and user experience
- Collaborate with cross-functional teams to ensure seamless integration and functionality of TPG's digital platforms
- Utilize agile development methodologies for optimizing project timelines and delivering high-quality results
- Actively participate in the continuous improvement and optimization of TPG's digital infrastructure

AR Software Developer   July 2021 – Sept. 2021
NTT DATA   *Lisbon, Portugal*
- Autonomously developed an augmented reality mobile app for remote assistance, using Unity
- Used Agora SDK to handle the videocall and message chat
- Used ARCore for the AR drawings and AR icons

PROJECTS

Augmented Communication in VR Environments | *Unity, VR, Azure SDK*   March 2022 – Oct. 2022
- Developed an approach to enable bi-directional communication between sign language speakers and non-sign language speakers in VR, using Unity and Oculus Quest 2
- Used Azure SDK to recognize and translate speech-to-text and vice-versa
- Used Oculus Quest 2 data to recognize and translate sign language gestures into text

TDL | *Flutter, Firebase, Figma*   Nov. 2021 – Jan. 2022
- Developed a tokenized driving license proof-of-concept, where you can manage your driving license's points as well as report driving infractions using the mobile app, which was developed in Flutter
- Used Figma to create both low-fidelity and high-fidelity prototypes
- Used Firebase for authentication and for the database

SteamGameDataVIS | *Javascript, D3.js, Python, Pandas*   Sept. 2021 – Nov. 2021
- Developed a data visualization about the most popular games in Steam from 2017 to 2020
- Used Pandas and Python to manipulate and analyse the database
- Used D3.js to create all the data visualization elements

Unroll | *Unity*   March 2021 – June 2021
- Created low-fidelity prototypes of possible in-game features
- Performed user tests with the low-fidelity prototypes
- Created a high-fidelity prototype
- Performed user tests with the high-fidelity prototypes
- Presented the game in MOJO Games Showcase

TECHNICAL SKILLS

Spoken Languages: Portuguese - Native, English - Proficient (CAE), Spanish - Basic
Languages: C#, Java, Kotlin, SQL, Python, C/C++, JavaScript, TypeScript, HTML/CSS
Frameworks: Nuxt 2/3, Vue 2/3, Flutter, Node.js, D3.js
Developer Tools: Git, Jira, SQL Server Management Studio, Unity, Firebase, VS Code, Visual Studio, PyCharm, IntelliJ, Figma, JMeter, Cypress
Libraries: Pandas, NumPy, Matplotlib