JOÃO MARTINS DE SOUSA

Electrical and Computer Engineering

👤 17 january 1996 | 🏠 Coimbra, Portugal
📞 +351 912099033 | ✉ jmspato@sapo.pt
🔗 linkedin.com/in/joãomartinssousa

I am a quick and dedicated learner, continually developing skills to improve my value proposition. I like working in a team environment, solving problems and helping you achieve your goals. I'm looking for a job that makes use of my skills and allows me to develop them further.

EDUCATION

Degree in Sciences of Electrical and Computer Engineering
(SEPT 2014 - JUN 2019)
Faculty of Sciences and Technology of the University of Coimbra.

Integrated Master's in Electrical and Computer Engineering – Specialization in Automation
(FEB 2019 - JUL 2023)
Faculty of Sciences and Technology of the University of Coimbra.

SKILLS

Languages

- Portuguese (Native), English (Fluent), Spanish (Fluent in understanding).

Technical Skills

- C/C++;
- Python;
- Arduino;
- SQL;
- LaTex.

Software Skills

- Linux OS;
- MATLAB;
- Fusion 360;
- Microsoft Office (Excel, Word, PowerPoint);
- Qt Creator.

Personality

- Motivated, social, polite, adaptable.

PROFISSIONAL EXPERIENCE

Profissional Internship at E-REDES
(FEB 2022 - OCT 2022)

- Acquired knowledge of the operation and use of various types of Network Cutting Organs (OCR);
- Acquired new knowledge about Gumstix Overo plates.

Research Scholarship at University of Coimbra
(NOV 2022 - MAY 2023)

- Project "IMFire-Intelligent Management of Wildfires";
- Calibration of the two-dimensional fire propagation model using metaheuristic algorithms;
- Algorithm development in Python.

RELEVANT ACADEMIC PROJECTS

Supermarket Management Program
(FEB 2015 - JUN 2015)
A supermarket management program, with access to inventory and product information, the possibility of sales and purchases, including invoicing. The program was developed in C++.

DropMusic
(SEPT 2018 - DEC 2018)
Application that allows a user to search a database for songs, groups or artists, albums, playlists, transfer and share. It allows editors to add and change songs and albums and also enjoy the application as a user. The database was developed in PostgreSQL and the programming language used was Python.

INTERESTS

Friends   Sports   Movies   Travelling