**Foundation for Science and National Computing**

Software engineer in the Portuguese web archive. Responsible for indexing the web collected contents. Development of an image search prototype on archived pages. Implementation and reactivation of SonarQube for software Quality Control.

**UNIVERSIA Education**

Creation of an application prototype regarding football tickets online sales.

Responsible for developing Full-Stack web application in a team of two people. The application was developed in Angularjs + Spring Boot. Version control: github. Quality Control of the code: SonarQubue. Development flow management: Trello.

**Santander Totta (Bank)**

Responsible for developing the functionality of a KPI generation web application from the consolidated data of Iberian Reporting. More specifically: implementation of a functional diagram editor whose output data are SQL commands.

**Real Networks (Telecommunications)**

Resolution of scalable tickets. Changing several Web applications. Especially the creation of security filters to prevent different types of attacks, creation of features in a web application; a jukebox of personalized waiting music to the customer's choice for calls waiting, integration of the Oauth system in a Web application.

**NOS Telecommunications**

Scalable and corrective maintenance of multi-domain projects (Marketing, Operations, Billing). Responsible for the API (PRO \* c and PL / SQL) for the general client maintenance. Creation of electronic invoice archiving system (Java).

**EDP Commercial Energy**

Implementation of new Web platform for management of unregulated market offers containing bid management options, list / edit / delete, and options to upload excel files import / export of all these offers; also Back-end responsible for data maintenance. This platform had two profiles: administrator and user.

**Trainee in training context**

Instituto Pedro Nunes (Business incubator)

Implementation of a ticket application where users can accompany the status of requests and communicate by chat with the administrators.

**Trainee in training context**

Maintenance of the institute's networks. Installing and configuring servers.

**Frequency of the Master in Computer Engineering**

Expertise for intelligent systems related with various thematic fields: Intelligent data analysis, imaging, Human Machine Interfaces (HMI), Artificial Intelligence.

Subjects

* Decision Support Systems
* Algorithmic Logic
* Parallel and distributed systems
* Knowledge representation

**Computer Engineering**

Faculty of Sciences and Technology {University of Coimbra)

Acquisition of principles, theories, methods and practices of computer engineering, software and network systems, with a greater specialization in topics related to computer technology, engineering theory, mathematics, networks and programming.

Subjects

* Linear algebra and analytic geometry
* Mathematical Analysis I and II
* Discrete Structures
* Introduction to Programming and Troubleshooting
* Computer Technology
* Computer Architecture
* Statistic
* Principles of Procedural Programming
* Topics of Modern Physics
* Introduction to Communication Networks
* Object Oriented Programming
* Operating Systems
* Computer Theory
* Information Theory
* Algorithms and data structures
* Data Analysis and Transformation
* Multimedia
* Communication Protocols
* Simulation and Scientific Computing
* Database
* Technical Communication
* Software Engineering
* Management and Innovation Processes
* Distributed systems
* CG Programming
* Introduction to Artificial Intelligence
* Advanced Programming Labs
* Information systems

**Professional courses degree obtained in 2010**

Acquisition of knowledge and skills in programming, hardware systems, databases, telecommunications.

**Extracurricular activities**

Gladly : volunteer

Volunteer in a non-governmental association “Promundo”, which goal is promote equality and prevent violence.

Developer

WebCrawler in Java that consumes information on movies that are on IMDB by creating a relationship with the details of the movies.

Developer

Solving the algorithmic problems of the mooshack.dei.uc.pt platform replicates university tournaments programming.

Developer

Web application of mobility information.