JOÃO PEDRO MOTA BAPTISTA

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EMPLOYMENT

Food Delivery Courier
ComerAqui, Barcelos
Nov 2020 - Sep 2021
During my 12th year of school, I ventured into home food delivery. This experience enriched my skills in time management, customer interaction, working under stress, and more.

LANGUAGES

Portuguese

English

CERTIFICATES

English CEFR Certificate - Level B2
Mar 2019

Erasmus+
Oct 2019

EDUCATION

Bachelor's Degree in Software Engineering Sep 2021 - Present
Universidade do Minho, Braga
With no pending courses, I expect to complete my degree by the end of June.

PORTFOLIO

A more extensive and detailed view of these and other projects is available on my website or GitHub, with links provided in the header of this document.

PERSONAL PORTFOLIO

Servindustria Web App (ASP.NET Core)
This application was developed for a company specialized in the resale of industrial equipment.
It includes various functionalities such as:
1. Searching for products by filtering by name and/or category.
2. Viewing technical tables and catalogs.
3. Sending a call request by providing Name, Company (optional), mobile or phone number, and a comments field.
4. Accessing contact information, viewing the company's location, and sending a contact request by providing Name, Company (optional), mobile or phone number, and a message field.
5. An admin panel that allows:
- Adding and removing products from the database by uploading their PDF and image, associating them with a category.
- Adding or removing a technical table or catalog.
- Adding or removing new categories.
- Viewing contact requests and call requests, marking them as seen or unseen.

Various programming skills were utilized and enhanced in the development process, including:
- Databases
- Website Development (HTML, CSS, and JS)

Personal Portfolio (joaopedrobaptista.pt)
Created to improve my skills in HTML, CSS, and JS, this project also serves as a portfolio to showcase my personal and academic projects.

SOME ACADEMIC PROJECTS

Course Website Platform Manager (Node.js)
WEB Engineering (3rd year - 2nd semester)
This project is a comprehensive web application that integrates various components to provide a management system for University Courses. The application consists of three main components: Data API, Authentication, and User Interface.

The Data API is responsible for managing Courses (CRUD operations) and relies on the authentication system to ensure security. The Authentication system, as mentioned above, ensures the application's security using JWT (JSON Web Tokens), defining three security levels: Admin, Teacher, and Student. The User Interface Server provides templates (in PUG) to display and manage all information related to the Curriculum Units, as well as the files uploaded by users.

Everything is orchestrated using Docker, utilizing Dockerfile and Docker-compose files.

Solar System Scene Engine (C++ | GLUT)
Graphics Computation (3rd year - 2nd semester)
This program is essentially an engine for rendering various 3D figures, such as spheres, cones, planes, cubes, and other shapes. By selecting a figure, it is possible to generate a .3d file that is then injected into the program's Engine, along with an XML file (containing information such as camera position, hierarchical geometric transformations, etc.), to display the Scene.

ESIdeal Mechanic Dashboard (Vue)
Human-Machine Interface (3rd year - 2nd semester)
This platform allows mechanics to manage their services in a more organized manner. After logging in, it is possible to sort and filter services for more efficient searches. For each service, users can start, postpone, cancel, suspend, and complete it.

This project enabled me to learn and utilize a new tool, Vue, broadening my horizons.

LIForCars Online Auctions (ASP.NET Core)
Computer Laboratories IV (3rd year - 1st semester)
This website allows users to register to participate in car auctions (either auctioning or bidding) and allow administrators to approve auction requests and access application statistics for better management.

This project allowed me to enhance my skills in databases and web development. After completing it, I decided to undertake a personal project (as shown above) using this technology.

Taxi CSV Explorer (C)
Computer Laboratories III (2nd year - 1st semester)
This project in C is a solution for managing and analyzing rides data. It includes functionalities such as processing driver, user, and trip information; performing various queries; and conducting functional and performance tests.

The goal was to analyze the maximum number of CSV lines in the shortest possible time, necessitating the development of highly efficient code.

Jumper Dude (Haskell)
Computer Laboratories I (1st year - 1st semester)
This game, developed in Haskell, is inspired by the game Block Dude.