JOÃO FIGUEIREDO

Software Engineering Student

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ABOUT ME

I'm a Software Engineering student at the University of Coimbra. It was always my dream to learn how to code since i was little. I started learning Java early, creating Minecraft servers with my own plugins for one of my favorite games at the time, Minecraft, that served several players. I am now excited to do it in a professional setting with a team where i can learn and grow.

IT LANGUAGES

Programming Languages & Markup Languages:

- Python;
- Java;
- JavaScript;
- C;
- SQL;
- HTML;
- CSS.

ADITIONAL INFORMATION

- Participation in the ShiftAppens Hackathon in 2024;
- Acquired an interest in Web Development and started learning it on my spare time;
- I am also interested in making video games, so i started learning how to make a 2D videogame

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EDUCATION

University of Coimbra
2022 - 2025
Bachelor's in Software Engineering

LANGUAGES

1. Portuguese: native;

2. English: proficient;

3. Spanish/French: basic;

HOBBIES

- Rowing;