João Pedro Gomes Silva

Porto, Portugal (+351) 917 139 003 j.pedro004@gmail.com

github.com/joaosilva22 • linkedin.com/in/joaosilva22

joaosilva22.github.io

PROFILE

Engineering student. Proficient with programming in Java and Python. Interested in

systems and graphics programming.

EDUCATION

BSc./MSc. in Informatics and Computing Engineering

Sept 2014 - Present

Faculty of Engineering at University of Porto, Portugal

SKILLS

 Java, Python (Proficient)

Programming: • C/C++, PHP, Javascript, SQL (Intermediate) Rust, Prolog, Bash

(Familiar)

Frameworks: ReactJS, React Native, Vue, Django

Software: Git, Adobe Photoshop, Blender Operating Systems: Linux, Android, Windows

Languages: Portuguese (Native), English (Advanced), Spanish (Basic)

PROJECTS

ByMeal — (bymeal.com)

Feb 2017 - Jun 2017

- Developed the back-end using the Diango framework. Created a REST API to support the web application.
- Kept hight test coverage.

Trello Card Title Hyperlinks — (trello-card-title-hyperlink@github)

Jun 2017

- Added clickable hyperlinks to Trello card's titles.
- Implemented using the web extension standard.
- Around 60 daily active users.

TODOS — (break@github)

Sep 2017

- Tool to parse and list annotations in a project's source code.
- Developed in 48 hours for the *Make or Break* Hackaton.
- Achieved 1st place in the "Useful" category.

RELEVANT EXPERIENCE

Summer Internship at Critical Manufacturing

Jul 2017 - Sep 2017

- Implemented a chatbot using the Microsoft Bot Framework
- Developed using the .NET framework
- Includes natural language recognition

OPEN SOURCE CONTRIBUTIONS

Pokemon Showdown — (play.pokemonshowdown.com)

Dec 2016

- Fixed a bug introduced with the latest generation of Pokémon video games.
- Got through code review process.
- Patch was merged into the project.

Diango — (diangoproject.com)

May 2017

- Made function from test module compliant with RFC 7230.
- Stopped setting Content-Length header to 0 in some cases.
- Patch was reviewed and merged into the project.