Curriculum vitae

PERSONAL INFORMATION	**José Aleixo Cruz**
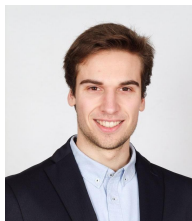
📍 Porto (Portugal)

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🌐 https://jazzchipc.github.io/

Sex Male | Date of birth 01/07/1996 | Nationality Portuguese

WORK EXPERIENCE

10/2016–Present — **Junior Developer**

JuniFEUP, Porto (Portugal)

- Full-stack Web and Android developer

EDUCATION AND TRAINING

09/2014–Present — **MSc in Computer Science** — EQF level 7

Faculty of Engineering of the University of Porto, Porto (Portugal)

- proficient in several pure object-oriented languages (C++, C#, Java) and Web development languages (HTML, CSS, PHP, JavaScript);
- experienced in using Web development frameworks (ASP.NET, Laravel, Express.js, Vue.js, Angular.js, Bootstrap);
- skillful in Android applications development;
- versed in computer network systems;
- proficient in Prolog and SQL-based languages (mainly PostgreSQL and MySQL);
- versed in AI algorithms;
- expert in Software Engineering and Architecture.

PERSONAL SKILLS

Mother tongue(s) — Portuguese

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C2	B2	B2	B2
German	A1	A1	A1	A1	A1
	German Certification - Initiation II (University of Aveiro)				

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Digital skills — expert in GIT and versed in most IDEs (IntelliJ, Visual Studio, Eclipse).

ADDITIONAL INFORMATION

Projects — **Out of University**

- FEUP Career Fair 2017 Android application: co-developer.

- □ <u>Tools</u>: Android Studio, Java.
- Mozilla PDF.js open-source: former contributor.

In University

Web Development
- Creation of a Q&A website with functions similar to Stack Overflow.
  - □ <u>Tools</u>: Bootstrap, pure PHP, PostgreSQL, Smarty.
- Development of a social network website directed to entrepreneurs with social impact.
  - □ <u>Tools</u>: Express.js, Vue.js, MariaDB, Docker, Nightwatch.js, Selenium, GitLab-CI.
- Implementation of an API and design of a dashboard for ERP integration.
  - □ <u>Tools</u>: ASP.NET, Entity Framework, Angular.js.

AI:
- Creation of a computer version of the board game <u>Small Star Empires</u> with AI players.
  - □ <u>Tools</u>: Prolog.
- Implementation of agents capable of completing cooperative levels in the <u>Geometry Friends</u> game in C#.

Network systems:
- Design and development of a Java application that allowed a client and a server to communicate through LAN and save files using P2P architecture.
  - □ <u>Tools</u>: JavaEE.
- Low-level implementation of a data transfer C application between two computers connected to the same LAN.

Computer graphics:
- Creation of a computer version of the Yavalath board game.
  - □ <u>Tools</u>: OpenGL, Prolog, JavaScript.