Pedro Magalhães

Software Engineer

jpmag7@gmail.com
(+351) 919 851 348
github.com/jpmag7
jpmag7.github.io/portfolio

EXPERIENCE

OmniumAI, Braga — *Intern*

October 2023 - October 2024

Developing a Retrieval Augmented Generation system to improve access to information and decision making in the food industry.

EDUCATION

Universidade do Minho, Braga — *Master's Degree in Software Engineering*

September 2022 - present

Universidade do Minho, Braga — *Bachelor's Degree in Software Engineering*

September 2019 - July 2022

PROJECTS

CrowdFlow — Python, Docker, Azure

October 2023 - present

An AI based crowd sensing platform to understand client movements inside commercial spaces.

Refined object detection and classification models, developed Rest API server, designed path detection algorithms, communication protocols and crowdflow box firmware.

RasBet — *Python, Flask, ReactJS*

September 2022 - January 2023

A sports betting website where users can place bets with fictional money.

Designed client page and developed API server, business logic and database.

Pixel Caves— *Unity, C#*

March 2020 - March 2022

A procedurally generated 2d platformer game for android.

Heuristics based AI, terrain generation, pathfinding algorithms, 2d physics, mobile GUI.

SKILLS

Languages: Python, Java, C, C++, C#, JavaScript, HTML, CSS, Bash, SQL, Haskell, Prolog

Frameworks and Tools: Git, ReactJS, Flask, Tensorflow, Keras, PyTorch, Scikit-Learn, Caffe, Unity

LANGUAGES

Portuguese (Native)

English (Full Working Proficiency)