JOAO MOTA

AZURE AI SUPPORT ENGINEER | PORTO, PORTUGAL | +351 936 236 559

DETAILS

Porto
Portugal
+351 936 236 559
jpmota99@gmail.com

LINKS

linkedin

Personal Website (not fully up-to-date)

SKILLS

Azure OpenAI

Python (Programming Language)

Azure Machine Learning

PyTorch (Machine Learning Library)

Azure

Machine Learning

Azure AI Studio

Docker (Software)

Jenkins

Linux

Jupyter

Google Cloud Platform (GCP)

Agile Software Development

Research

Supervised Learning

JavaScript (Programming Language)

C (Programming Language)

Kusto

LANGUAGES

English

Portuguese

PROFILE

Working as an Azure AI Support Engineer with Microsoft to solve customers' problems and help them better use Azure. Currently open to new challenges as I am motivated to learn new things while continuing to explore the AI world and solve interesting engineering problems.

EMPLOYMENT HISTORY

Support Engineer Azure AI at Microsoft (via IGNIT/Claranet)
October 2023 — Present

Currently I work with Microsoft as a Support Engineer for Azure Machine Learning, Azure OpenAI, and Azure AI Studio as a vendor via IGNIT. I interact directly with customers to help them solve their problems and better employ Azure.

Some of the tools used: Azure Machine Learning, Azure OpenAI, Azure AI Studio, Kusto, Python, Postman

Machine Learning Research Engineer & MLOps at BOSCH
August 2022 — September 2023

After my internship, I re-joined the team to take on a new challenge as a full-time ML Research Engineer working to improve LiDAR perception for AD cars. Months later I was also trusted with MLOps duties for the team.

Some of the tools used: Python, PyTorch, Numpy, IBM LSF, GPU Cluster, Linux, Jenkins, Docker, LiDAR, Git, Agile, Anaconda

Academic Internship at BOSCH
March 2022 — July 2022

I began at Bosch with an academic internship for my master's thesis, aiming to enhance the state-of-the-art in implicit representations for autonomous driving through LiDAR and RGB fusion. Check here for a similar project.

Some of the tools used: Python, PyTorch, Numpy, IBM LSF, GPU Cluster, Linux, Docker, Git

Graduate Research Assistant at INESC TEC
October 2021 — February 2022

During the first semester of my senior year, I collaborated with INESCTEC on a machine learning project by creating an API that allowed accessing a given model's predictions regarding student success for the University of Porto.

Some of the tools used: R, Plumber

EDUCATION

Master's Degree in Informatics and Computer Engineering, Faculty of Engineering, University of Porto
2022

Bachelor's in Informatics and Computation Engineering, Faculty of Engineering, University of Porto
2020

SIDE PROJECTS

My first game: Falling Colors: Catch Them!

For my first solo project, I had to teach myself C# and tried to create an entertaining hyper-casual game that is available on both the App Store and Play Store!

Some of the technologies used: Unity, C#