JOÃO MOTA

SOFTWARE ENGINEERING STUDENT

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PROFILE

Software engineering student and enthusiast, looking forward to learn and build new things. Currently looking for ways to apply and improve what I have learned.

EDUCATION

University of Porto - FEUP

- Integrated Master's in Electrical and Computer Engineering — 2017 - 2018
- Integrated Master's in Informatics and Computation Engineering — 2018 - 2021
- Master's Degree in Informatics and Computer Engineering — 2021 - Present

EXPERIENCE

Graduate Research Assistant @INESCTEC — 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

Academic Internship in Deep Implicit Representations for Autonomous Driving @Bosch — March 2022 - Present

- Currently, I am working with Bosch as an intern to develop my Master's thesis regarding implicit representations generated with deep learning models and their applicability in autonomous driving.
- Some of the tools used: Python, PyTorch, GPU Cluster

PROJECTS

My first game: Falling Colors: Catch Them! — https://apps.apple.com/us/app/falling-colors-catch-them/id1561799594

- 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#

Predicting the odds for football matches — https://github.com/jppm99/IART/blob/master/T2/src/notebook.ipynb

- This project aims to predict the betting odds of football matches using historical data and information about the teams and their players.
- We used multiple supervised learning algorithms to get the best results, such as decision trees, neural networks, k-nearest neighbors, and support vector machines.
- Some of the technologies used: Python, Jupyter notebook, Scikit learn

A platform for aeronautical medicine — (private repository)

- As my first real-world project, its goal is to provide European aeronautical doctors a way to share and store information about their patients, allowing for easier fraud prevention.
- Some of the technologies used: ReactJS, MongoDB, NodeJS, Google Cloud Platform

SKILLS

Engineering Python, PyTorch, Machine Learning, C++, C, Java, TypeScript, MongoDB, JavaScript, SQL, ReactJS, NodeJS, PHP, C#, ...

Languages Portuguese (native), English (fluent)