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 informatics and computation engineering   2017 - Present

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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 neighbor, and support vector machines
- Some of the technologies used: Python, Jupyter notebook, Scikit learn

A platform for aeronautical medicine   (private repository)

- Being 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

Auction website

- In this project we built a webapp that allows users to sell and buy antiques through auctions
- Some of the technologies used: PHP, Laravel, PostgreSQL, Docker

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SKILLS

Software   Python, C++, C, Java, TypeScript, MongoDB, JavaScript, SQL, ReactJS, NodeJS, PHP, C#, ...

Languages   Portuguese (native), English (fluent)