JOÃO MOTA

AZURE AI SUPPORT ENGINEER

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PROFILE

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

EDUCATION

University of Porto - FEUP

- Master's Degree in Informatics and Computer Engineering — 2021 - 2022
- Integrated Master's in Informatics and Computation Engineering — 2018 - 2021
- Integrated Master's in Electrical and Computer Engineering — 2017 - 2018

EXPERIENCE

Microsoft (via IGNIT/Claranet) - Support Engineer Azure AI — 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

Bosch - Machine Learning Research Engineer & MLOps — 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

Bosch - Academic Internship in Deep Implicit Representations for Autonomous Driving — 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

INESCTEC - Graduate Research Assistant — 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

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

- Our goal was to forecast football match betting odds using historical data, team information, and player stats. We used supervised learning algorithms like decision trees, neural networks, and k-nearest neighbors for optimal results.
- 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, Azure, PyTorch, Machine Learning, C++, C, Java, AI, TypeScript, MongoDB, JavaScript, SQL, ReactJS, NodeJS, PHP, C#, ...

Languages Portuguese (native), English (fluent)