

# Francisco Gonçalves

SOFTWARE ENGINEERING STUDENT @ FEUP · PORTO, PORTUGAL

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## Education

### Faculty of Engineering of the University of Porto (FEUP)

Sep 2018 - Present

INTEGRATED MASTERS (BSc + MSc) IN INFORMATICS AND COMPUTING ENGINEERING 

Porto, Portugal

- **Current cumulative GPA:** 14.92/20, currently enrolled in year 4 out of 5
- **Relevant coursework:** Web App Development, Algorithms and Data Structures, Databases, Artificial Intelligence

### Escola Secundária Clara de Resende

Sep 2015 - Jun 2017

HIGH SCHOOL (SCIENCE AND TECHNOLOGIES PROGRAM)

Porto, Portugal

Finished high-school averaging 17.5/20

### Colégio Nossa Senhora de Lourdes (CNSL)

Sep 2003 - Jun 2014

PRE, ELEMENTARY AND MIDDLE SCHOOL

Porto, Portugal

## Professional & Other Experiences

### Active Member

Nov 2019 - Present

NIAEFEUP - INFORMATICS ENGINEERING STUDENT BRANCH @ FEUP  in

Porto, Portugal

- Contributed to and co-organized a variety of projects/events

### Participant

Jul 2014 - Present

OTHER EXPERIENCES

Porto, Portugal

- 5 Camiños de Santiago
- Volunteering focused on visiting and helping elderly people

## Projects

### TechCouncil - Collaborative Q&A Hub for all Tech Related issues

Feb 2021 - Jun 2021

PHP, LARAVEL, JAVASCRIPT, HTML, BOOTSTRAP5, CSS, POSTGRESQL, DOCKER

Team of 4 people

- Developed a web app/platform where users can post questions and share answers for everything tech-related.
- Performed tasks regarding planning, specifications, webpage mockups, database design and frontend and backend development.
- Adopted an Agile methodology, progressing iteratively and carefully selecting user stories to implement in each step.

### Pet Nexus - Pet adoption web platform

Oct 2020 - Dec 2021

HTML, CSS, JAVASCRIPT, PHP, SQLITE

Team of 3 people

- Developed a pet adoption website from scratch with the help of no frameworks. Deployed [here](#).

### OpenCX - Mobile App for Conferences

Oct 2019 - Jan 2020

FLUTTER, DART, SQLITE, GHERKIN, BLUETOOTH

Team of 4 people

- Contributed to an open source project by developing a mobile app for campus navigation, that allows the user to conveniently navigate and locate points of interest within the campus of the conference.

### Football Matches Outcome Prediction

May 2020 - Jun 2020

PYTHON, JUPYTERNOTEBOOK, NUMPY, PANDAS, SCIKITLEARN, TENSORFLOW, MATPLOTLIB & KAGGLE DATASETS

Team of 3 people

- Created a tool that uses Supervised Learning models to harness a dataset of around 25k football matches in order to predict the outcome of other matchups according to a set of classes (win, draw, loss, etc.)
- Compared Machine Learning algorithms, such as K-Nearest Neighbours, Decision Tree, Naive Bayes and Neural Networks

## Skills

### Technical

Git 4 years • Python 2 years • Java, C/C++ 3 years • HTML, CSS, PHP/Laravel, SQL 2 years • Javascript 3 years • Node.js, React, GatsbyJS 2 years • Bootstrap, TailwindCSS 2 years • Docker 1 year • Flutter/Dart 0.5 year • REST API, OOP, Agile/Scrum, Linux

### Languages

Portuguese Native • English Proficient | CAE C2 Level, 2016 • Spanish Decent understanding • French Basic understanding