

# Francisco Gonçalves

SOFTWARE ENGINEER · MSc IN INFORMATICS AND COMPUTING ENGINEERING · PORTO, PORTUGAL

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## Education

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

Sep 2018 - Jul 2023

BACHELOR  AND MASTER  IN INFORMATICS AND COMPUTING ENGINEERING

Porto, Portugal

- Completed both the bachelor and master degrees, finishing the masters' averaging **18/20**
- **Relevant bachelor coursework:** Web App Development, Algorithms and Data Structures, Databases, Artificial Intelligence
- **Relevant master coursework:** Full Stack Development, IOT factory management, AI Assistant Web Navigator, P2P Timeline, Semantic Web App Dev

## Skills

### Technical

Git 4y • HTML/CSS/JS 3y • NodeJS 3y • ReactJS 3y • TS 2y • Tailwind 2y • Next.js 1.5y • Gatsby.js 1.5y • PHP/Laravel 2y • SQL 2y • Python 3y • Java 3y • C/C++ 3y • Docker 2y • GraphQL 1y • React Native 0.5y • Angular 0.5y • Flutter 0.5y

### Languages

Portuguese Native • English Proficient | CAE C1 Level, 2016 • Spanish Intermediate understanding • French Basic understanding

## Professional & Other Experiences

### Software Engineer Intern

Full-stack Engineer Oct 2023 - Present Porto, Porto, Portugal

Feb 2023 - Jul 2023

CRITICAL MANUFACTURING  in

Maia, Porto, Portugal

- Interned at Critical Manufacturing as a part of product development team. Work focused on collecting web analytics and **usability metrics** for Critical's Manufacturing Execution System (MES) aiming to improve UI/UX. Dashboard preview **deployed in Vercel**.
- Developed a custom dashboard for usability metrics in Critical MES, offering insights for its components. The dashboard democratizes the UX improvement process by scoring components and highlighting key metrics within them. Dissertation around this topic **available here**.

### Freelance Web Developer

Jan 2023 - Aug 2023

GUERNER & IRMÃOS S.A. 

Gaia, Porto, Portugal

- Created a marketing and display website for Guerner & Irmãos, offering high-performance textiles, technical fabrics, and quality building materials.
- Website built with React.js, Typescript, Tailwind, Gatsby.js, MDX and GraphQL.

### Erasmus Student

Aug 2022 - Dec 2022

AALTO UNIVERSITY SCHOOL OF SCIENCE  in

Espoo, Finland

- Studied computer science abroad at Aalto University, in Espoo, Finland as an exchange student part of the Erasmus program

### Active Member

Nov 2020 - Jun 2023

NIAFEUP - INFORMATICS ENGINEERING STUDENT BRANCH @ FEUP  in

Porto, Portugal

- Coordinated and heavily contributed to projects like the **University of Porto Time Table Scheduler** and co-organized a variety of events (e.g. **SINF**)

### Participant

Jul 2014 - Present

OTHER EXPERIENCES

- Interrail across Europe (24 days), 5 *Camións de Santiago*, volunteering focused on visiting and helping elderly people

## Projects

### Bagr.UI — UI Components library for React, Typescript, and TailwindCSS

Jul 2023 - Present

NEXT.JS, REACT, TYPESCRIPT, TAILWINDCSS

Individual

- Developed a website to showcase reusable React TSX components combining purposes and methods from other components libraries.

### Finishers Hub — Videoclip gallery and hub of finishing moves

May 2022 - Present

NEXT.JS, REACT.JS, TYPESCRIPT, TAILWINDCSS, EXPRESS, MONGODB, AWS S3, GOOGLE SHEETS API

Individual

- Developed a dynamic museum with video highlights of COD finishing moves. V1 used **Twitch API**. V2 uses **AWS S3 Buckets**. Added registry to track team stats. Lab page for move characteristics enhances analysis. Admin page to control data stored in MongoDB associated with video clips.

### TTS — Time Table Selector for UPorto Students

Apr 2022 - Aug 2022

REACT, TYPESCRIPT, TAILWINDCSS, DOCKER, MYSQL

Team of varying active developers

- Developed a platform for students of University of Porto to create, **plan and share timetables** before class registration in a flexible and practical way.

### Internet of Everything — “Everything is connected. Not just the devices.”

Oct 2021 - Jan 2022

DOCKER, JAVASCRIPT, JAVA, PYTHON, REACT, TAILWINDCSS

Team of 20 people


- Collaboratively developed a **factory management and maintenance platform** simulator. Used LeSS Agile framework.
- Responsible for frontend development and UI/UX of the platform that helps monitor and manage the system.

### Virtual Assistant for Critical Manufacturing's Manufacturing Execution System

Feb 2022 - Jul 2022

TYPESCRIPT, ANGULAR, PYTHON, FLASK, SPACy, DOCKER

Team of 8 people

- Developed a virtual assistant to facilitate navigation and interaction with Critical Manufacturing's Execution System
- Created a 'small startup' and branding around the adopted project: **Robin** 

Full portfolio available on my website 