# Francisco Gonçalves

SOFTWARE ENGINEERING STUDENT @ FEUP · PORTO, PORTUGAL

**Education** 

🛘 (+351) 918271105 | 🗷 kikojpgoncalves@gmail.com | 🏕 kikogoncalves.com | 🖸 kiko-g | 🛅 kikogoncalves

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

Sep 2018 - Jan 2022

BACHELOR IN INFORMATICS AND COMPUTING ENGINEERING

Porto, Portugal

- Completed degree with cumulative GPA 15/20
- Relevant coursework Web App Development, Algorithms and Data Structures, Databases, Artificial Intelligence

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

Sep 2021 - Present

MASTER IN INFORMATICS AND COMPUTING ENGINEERING

Porto, Portugal

Porto, Portugal

- Currently enrolled in year 2 out of 2 with cumulative GPA of 17.55/20
- Relevant coursework Full Stack Development, IOT for factory management, P2P Timeline, Semantic Web App Development

# Professional & Other Experiences \_

**Active Member** Nov 2020 - Present

NIAEFEUP - Informatics Engineering Student Branch @ FEUP 🗷 in

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

**Erasmus Student** Aug 2022 - Dec 2022

AALTO UNIVERSITY SCHOOL OF SCIENCE In

Porto, Portugal

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

**Participant** Jul 2014 - Present

OTHER EXPERIENCES

Porto, Portugal

- 5 Camiños de Santiago
- 20 day interrail across Europe
- Volunteering focused on visiting and helping elderly people

# **Projects**

#### TTS - Time Table Selector 🗘 🗹

Apr 2022 - Aug 2022

REACT, TYPESCRIPT, TAILWINDCSS, DOCKER

Team of 3 active developers

• Developed platform for University of Porto students to build their schedules.

#### Internet of Everything "Eveything is connected. Not just the devices."

Oct 2021 - Jan 2022

DOCKER, JAVASCRIPT, JAVA, PYTHON, REACT, TAILWINDCSS

Collaboratively developed a factory management and maintenance platform

Team of 20 people

- Responsible for the web interface of the platform that allows to monitor and simulate factory behavior
- · Adopted the LeSS (Large-Scale Scrum) Agile framework, to iteratively progress towards a meaningful MVP

#### Semantic Web Health Information Platform 🗘 🗹

Nov 2021 - Jan 2022

NODEJS, EXPRESS, REACT, TAILWINDCSS, SPARQL

Team of 3 people

Developed a health information platform using DBPedia and Bioportal datasets, providing accurate and approved details about diseases.

### 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.

## 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 (7)

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 • HTML, CSS, PHP/Laravel, SQL 2 years • JS/TS 3 years • Node.js, React, GatsbyJS 2 years • TailwindCSS 2 years •

Python 2 years • Java, C/C++ 3 years • Docker 1 year • Flutter/Dart 0.5 year • REST API, OOP, Agile/Scrum, Linux

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