

Márcio Rocha

Software Developer

📍 Porto, Portugal

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🌐 marcio-silva-rocha

Portfolio

Check out my portfolio at marsRocha.github.io or via the QR code.



Programming Languages

C++ C# Python Java HTML SASS
JavaScript SQL

Tools/Frameworks/API

MySQL PostgreSQL MongoDB Spring
Node.js Jest Django .NET Express
Docker

Skills & Competencies

- RESTful API Development
- Frontend Integration
- Database Schema Design
- SaaS Product Development
- Object-Oriented Programming
- Networking and Security Protocols
- Security and Authentication
- Unit Testing and Quality Assurance

Extracurricular Activities

- “C# Advanced Workshop” organised by EST, IPCA
- “IPCA GameDev Week 2018” organised by IPCA
- “IPCA Game Jam 2019” organised by IPCA
- “Third Winter School on Artificial Intelligence for Games” organised by EST, IPCA
- “Android Training Program” organised by Google and EST, IPCA
- “MAD Game Jam” of 2019 and 2020 organised by ESMAD, IPP

Languages

🇵🇹 Portuguese - Native Language

🇬🇧 English - Fluent

Work Experience

May 2022

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Today

Fullstack Developer

Exaud

📍 Porto, Portugal

- Worked on the whole development process of multiple software applications and websites.
- Spearheaded the development of blockchain mobile app.
- Communicated with clients to identify their needs and requirements.
- Conducted code reviews, ensured code quality, and performed debugging and testing.

Skills: *Docker · Java · Node.js · JQuery · APIs · GCP · BitBucket*

Oct. 2020

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Feb. 2021

Fullstack Developer

Accenture, School of Engineering of University of Minho

📍 Braga, Portugal

- University's industry collaboration project in IoT and smart mobility
- Leveraged Google Cloud Platform technologies to store and process data.

Skills: *Agile · React.js · Git · Node.js · Google BigQuery · Cloud Functions · Pub/sub · Firestore · SQL*

Mar. 2019

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Jul. 2019

Game Developer

Hivolve

📍 Braga, Portugal

- Designed and developed mobile games.
- Collaborated with cross-functional team.
- Participated in Agile development processes and Scrum meetings.

Skills: *C# · Unity · HLSL · Git · Unity Testing Framework*

Education

2019

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2022

Master Degree

Computer Science

School of Engineering of University of Minho

📍 Braga, Portugal

- **Specialization:** Application Engineering and Distributed Systems.
- **Complementary fields:** Parallel Computing and Introduction to Natural Language Processing.
- **Dissertation:** Designed a Massively Multiplayer Online Game System using .NET and Unity.

2016

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2019

Bachelor Degree

Digital Games Development Engineering

Polytechnic Institute of Cávado and Ave (IPCA)

📍 Braga, Portugal

- **Areas of focus:** Algorithms and Data Structures, Computational Mathematics, Game Development, Computer Graphics, AI, 3D Programming, Network Programming.

Certificates

- CS50's Web Programming with Python and JavaScript (*OpenCourseWare 2022*)