

# Márcio Rocha

Software Developer

📍 Porto, Portugal

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🌐 marcio-silva-rocha

## Portfolio

Check out my portfolio at [marsRocha.github.io](https://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

-  
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

-

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

-

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

-

2022

**Master Degree**

**Computer Science**

*School of Engineering of University of Minho*

📍 Braga, Portugal

**Specialization:** Distributed Systems and Application Engineering.  
**Complementary fields:** Parallel Computing and Introduction to Natural Language Processing.

**Dissertation:** Designed a Massively Multiplayer Online Game System capable of supporting hundreds of clients, running independent and concurrent game sessions using .NET and Unity.

2016

-

2019

**Bachelor Degree**

**Digital Games Development Engineering**

*Polytechnic Institute of Cávado and Ave (IPCA)*

📍 Braga, Portugal

**Areas of focus:** Algorithms and data structures, software analysis and development, computational mathematics, programming paradigms, game development techniques, computer graphics, data storage and access, 3D and network programming, and artificial intelligence applied to games.

## Certificates

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