Márcio **Rocha**

Software Developer

 Braga, Portugal

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 marcio-silva-rocha

Portfolio

Check out my portfolio for projects I have been involved in. You can access it at marsRocha.github.io or via the QR above.

Programming Languages

C C++ C# Swift Pascal Python Java
HTML CSS SASS JavaScript SQL HLSL

Tools/Frameworks/API

MySQL PostgreSQL MongoDB Spring
Node.js React.js Django Electron Vue.js
Postman Docker Git BitBucket GCloud

Professional Skills

Programming Algorithms Data-Structures
Familiarity with Databases Testing
Debugging Profiling Agile Methodologies
Problem-solving and Analytical Thinking
Collaboration and Teamwork

Academic Experiences

- "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

Spanish - Basic Knowledge

Other Interests

- Digital Drawing
- Gym
- Reading
- Tech

Work Experience

Feb 2023 - Today	**Fullstack Developer** Porto, Portugal
	Exaud

Assisted in the development of a web application using Backbone, Express, and GCP.
Built responsive user interfaces using HTML5, CSS3, Handlebars and Bootstrap, and implemented data visualization features.
Diagnosed and fixed functionality issues, conducted code reviews, and provided constructive feedback to maintain code quality.
Engaged with clients to understand and solve issues, and planned/proposed feature expansions.

May 2022 - Feb 2023	**Software Developer** Porto, Portugal
	Exaud

Assisted in the development and delivery of highly interactive applications using Unity and Virtual Reality.
Collaborated with, and incorporated feedback from clients and product management into work in an AGILE environment.
Implemented and optimised backend/frontend features, and added solutions for data collection using Galen and GCP cloud services.
Conducted unit testing and assisted in debugging and resolving issues.

Mar. 2019 - Jul. 2019	**Game Developer (Intern)** Braga, Portugal
	Hivolve

Designed and developed multiple games, using the game engine Unity, for both Android and iOS.
Maintained schedules and assured on-time delivery of proposed tasks.
Established teamwork practice skills with a cross-functional team.

Education

2019-2022	**Master Degree** Braga, Portugal
	Computer Science
	University of Minho

Specialization: Distributed Systems and Application Engineering.
Complementary fields: Parallel Computing and Introduction to Natural Language Processing.
Grade: 16/20
Dissertation Grade: 18/20

2016-2019	**Bachelor Degree** Braga, Portugal
	Digital Games Development Engineering
	Polytechnic Institute of Cávado and Ave (IPCA)

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, artificial intelligence applied to games.
Grade: 16/20

Certificates

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