

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
NodeJS ReactJS Django Electron VueJS
Postman Docker Git BitBucket Jira

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
- Reading
- Gym
- Tech

Work Experience

May 2022 -
Today

Junior Software Developer
Exaud

📍 Porto, Portugal

Developed and maintained software applications within an Agile environment.
Interpreted functional, and technical specification documents to design and implement solutions.
Constructed and optimised both backend and frontend features for web applications.
Collaborated with clients to comprehend and resolve issues and to propose feature expansions.
Designed, constructed, and maintained efficient and reliable Java code.
Conducted code reviews and provided constructive feedback to ensure code quality.
Performed defect verification, debugging, testing, and provided support.
Technologies used: Java, CSS, React, NextJS, NodeJS, Express, GCP services, Docker

Mar. 2019 -
Jul. 2019

Game Developer (Intern)
Hivolve

📍 Braga, Portugal

Designed and developed multiple games for both Android and iOS.
Maintained schedules and assured on-time delivery of proposed tasks.
Established teamwork practice skills with a cross-functional team.
Technologies used: C#, Unity, HLSL

Education

2019-2022

Master Degree
Computer Science
University of Minho

📍 Braga, Portugal

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

Certificates

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