MÁRCIO FILIPE VILELA FONTES

birth 3/1994   **e** MFVFONTES@GMAIL.COM   **t** 914696632   **web** marciofontes.pt

Student (5yrs) at FEUP, BSc owner (average 15.0), pationate for technology and focused in high-quality, adaptable, and intelligent software solutions. His academic experience encompasses projects for academic potential use. Beyond his passion for delivering great products and develop new ideas, he also focuses on writing, having already published on poetry anthologies.

Early 2015 he co-founded U.Project, a non-profit organization headquartered in UPTEC { `http://www.uptec.up.pt` }, which connects university students to promising startups. He has also assisted full-time professors on practical classes and giving support on projects related with Programming and Artificial Intelligence. On the last few months he has worked as a research fellow at Instituto de Telecomunicações.

Professional experience

PAST EXPERIENCE IN ACADEMY

2016	Teaching Assistant - Artificial Intelligence, FEUP Faculty of Engineering, University of Porto { `http://www.fe.up.pt` }
2016	Teaching Assistant - Programming, FEUP Faculty of Engineering, University of Porto { `http://www.fe.up.pt` }
2016	UP Show Staff Member, UP University of Porto { `http://www.up.pt` }
2016	FEUP Week Guide, FEUP Faculty of Engineering, University of Porto { `http://www.fe.up.pt` }
2010 — 12	Students Staff Member, COLGAIA Colégio de Gaia { `http://www.colgaia.pt` }

PAST EXPERIENCE IN INDUSTRY

2016 — 17	Research Fellow, Institute of Telecommunications, FEUP Faculty of Engineering, University of Porto { `https://www.it.pt/` }
2015 – 16	Co-Founder and Vice-President, U.Project { `http://uproject.pt` }
2011 – 12	Intern, Sublime Software, Lda. { `http://sublimesoftware.pt` }

Education

★ 2012 —	Integrated Msc in Informatics and Computing Engineering, FEUP, Average 15.0 out of 20
2009 — 12	TECHNICIAN in Informatics and Multimedia Technologies, COLÉGIO DE GAIA, Average 19.1 out of 20

Grants, certifications, honors & awards

2015	Honorable Mention, Porto Graphics Game Jam, UniGlitch
2012	Best Technologic Project, COLÉGIO DE GAIA, Clavisom
2012	Best student of Informatics and Multimedia Technologies, COLÉGIO DE GAIA

Publications

BOOKS

2017	A Passagem. Chiado Editora.

PARTICIPATION IN BOOKS

2016   A Passagem. Entre o Sono e o Sonho (Vol VII). Chiado Editora.
2013   A Corrente. Entre o Sono e o Sonho (Vol IV). Chiado Editora.
2012   Desassossego. Entre o Sono e o Sonho (Vol III). Chiado Editora.

CONFERENCE ARTICLES

2016   António Lucas Soares, Márcio Fontes, "Learning for Practice Through Research Results in the Information Management Field", Proceedings of the iConference 2017, Wuhan, China.

Scientific services

CONFERENCE ORGANIZATION

2016 — 17   Conference Chair. TalkABit 5th Edition @ 2017, FEUP, Portugal.

EVENT ORGANIZATION

2012   Staff Member. Lan Party @ 2012, COLGAIA, Portugal.
2012   Staff Member. Expocolgaia @ 2012, COLGAIA, Portugal.
2011   Staff Member. Lan Party @ 2011, COLGAIA, Portugal.

AFFILIATIONS

2014 — 16   Member. University of Porto IEEE Student Branch.

Main Projects

PROFESSIONAL PROJECTS

★ 2016 —   MUSICCHAT: A COLLABORATIVE SONG SHARING PLATFORM
Team Leader. Connect potential music talents with label companies, through a collaborative song sharing platform. Technologies: HTML, CSS, JAVASCRIPT, PHP

ACADEMIC PROJECTS

2016   TEXRESUME: RESUME GENERATOR WITH USER-DEFINED FIELDS
Team Leader. Enable users to write and customize their CV from many templates without internet connection, by creating new fields using AOM. Technologies: Adaptive Object Modeling, JAVA, TEXML, XML

2016   MANAGEMENT PLATFORM FOR THE VOLUNTEERING COMMISSION OF UNIVERSITY OF PORTO
Team Leader. Management platform using gamification strategies, based on Open Source solutions, which implements algorithms of optimization and allocation of resources. Technologies: BOOTSTRAP, HTML5, CSS3, JAVASCRIPT, PHP, LARAVEL

2016   Electronic Commerce with Benevolent Clients
Developer. Implementation of electronic commerce scenarios which apply computational trust algorithms (Sinalpha trust model with and without benevolence). Technologies: JADE, JAVA

2016   FORECAST OF NEWS POPULARITY USING NEURAL NETWORKS

Developer. multi-layer neural network, implemented in Java using Back Propagation algorithm. Technologies: Jblas, Weka, JAVA

2016   CITYFIX - THE WORLD YOU KNOW. QUITE BETTER.
        Scrum Master. Responsive website, meant for helping public entities to fix environmental issues more accurately, developed for Coding for Social Impact at FEUP. Technologies: BOOTSTRAP, HTML5, CSS3, JAVASCRIPT, ANGULAR JS

2016   ENTERPRISE GENERIC DASHBOARD
        Developer. Enterprise management website, using Primavera ERP. Technologies: Primavera ERP, C#, HTML5, CSS3, JAVASCRIPT, PHP.

2015   JjQuery - JQUERY TO JAVA COMPILER
        Developer. Compiler to perform collection selection operations using a jQuery-like syntax, embedded in Java code and to generate Java code from it. Technologies: JAVA, ANTLR

2015   F1 IN SCHOOLS
        Developer. Management website for an international competition in which secondary school students employ CAD / CAM software to design miniature cars built in balsa wood and powered air. Technologies: BOOTSTRAP, HTML5, CSS3, JAVASCRIPT, PHP, SMARTY

Main Developed Skills

	COLÉGIO DE GAIA			FEUP				
	09-10	10-11	11-12	12-13	13-14	14-15	15-16	16-17
FACULTY OF ENGINEERING OF UNIVERSITY OF PORTO · COLÉGIO DE GAIA · 7 YEARS								
Databases	·	●	●	●	●	●	●	●
Web Development	·	·	●	●	●	●	●	●
Computational Theory	·	·	·	·	●	●	●	●
Data Structures and Algorithms	·	·	·	·	●	●	●	●
Software Engineering	·	·	·	·	·	●	●	●
Logic Programming	·	·	·	·	·	●	●	●
Artificial Intelligence	·	·	·	·	·	●	●	●

Main Technical Skills

	COLÉGIO DE GAIA			FEUP				
	09-10	10-11	11-12	12-13	13-14	14-15	15-16	16-17
PROGRAMMING LANGUAGES								
Assembly	·	·	·	●	●	●	●	●
C	●	●	●	●	●	●	●	●
C++	·	·	·	●	●	●	●	●
Java	·	·	·	·	●	●	●	●
Javascript	·	·	●	●	●	●	●	●
PhP	·	·	●	●	●	●	●	●
Prolog	·	·	·	·	·	●	●	●