

Miguel Azeredo Santos

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Education

Higher Institute of Engineering of Porto (ISEP)

GRADUATION IN COMPUTER ENGINEERING

Porto, Portugal

2016 - Present

Projects

LAPR1

SIMPLE SOFTWARE THAT TAKES ADVANTAGE OF AHP AND TOPSIS MULTI-CRITERIA DECISION ANALYSIS METHODS.

Java

LAPR2

BASIC CONCEPTS OF ANALYSIS, MODELLING AND OBJECT ORIENTED PROGRAMMING THAT GIVES A SOLUTION TO SUPPORT ORGANIZATION AND EVENT MANAGEMENT

Java, XML

LAPR3

STUDY ON THE ENERGY CONSUMPTION IN ROAD TRANSFORMATION, THROUGH A SIMULATION OF A ROAD NETWORK THAT APPLIED CLASSICAL MECHANICS AND FLUIDS LAWS. BASED ON THE CDIO APPROACH.

Java, PL/SQL, XML

LAPR4

WEB VERSION OF CLEANSHEETS, A DESKTOP WORKSHEET APPLICATION AVAILABLE AT BITBUCKET, VERY SIMILAR TO MICROSOFT EXCEL. ALSO INCLUDING ONLINE CHAT BETWEEN REGISTERED USERS.

ANTLR, Java, JS, XML

LAPR5

ONLINE APPLICATION THAT SUPPORTS CLOSETS PERSONALIZATION AND ORDER. THE PRODUCT CAN BE VISUALIZED IN 3D BEFORE ORDERING AND THE SHORTEST PATH BETWEEN FACTORY-CLIENT IS CALCULATED. ALL DATA IS HANDLED AND KEPT PRIVATE USING GDPR RULES.

C#, Angular, Node.js, PROLOG, JavaScript, TypeScript, Three.js

Skills

Programming Languages: Java, JavaScript, C#, PROLOG

Technology Used: Angular, Node.js, .NET Core, Jira, Git, SonarQube, Jenkins, Oracle, Maven

Spoken Languages: English, Portuguese, French, Spanish

Soft Skills: Team work, Self-motivation, Creativity, Good communication

Extra Curricular Activity

June 2018 **GAME-A-THON – ISMAI Legends 2018**, Team of 5 making a game in 48h using Unity

Maia, Portugal

Hobbies

- Piano
- Karaté
- Video making/editing