Miguel França

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in Miguel França ⯁ miguelfranca

PROFILE

I'm a final-year student completing a 5-year integrated master's degree in Computer Science at FCT NOVA, and I'm currently working on my thesis about Testing Geo-Replicated Applications.

I've been programming since I was in high school, and I love it. I am passionate about software development and I am always eager to explore new technologies, especially cloud services, which fascinate me with the incredible possibilities they offer. In addition to my programming endeavours, I enjoy continually working on a variety of personal side projects, and I am also learning to play the drums.

EDUCATION

M.Sc. Computer Science,
FCT NOVA - School of Science and Tecnology
2018 – 2023

CERTIFICATES

- Create and Manage Cloud Resources ⧉
- Google Cloud Fundamentals: Core Infrastructure ⧉
- Perform Foundational Infrastructure Tasks in Google Cloud ⧉
- Google Cloud Big Data and Machine Learning Fundamentals ⧉
- Perform Foundational Data, ML, and AI Tasks in Google Cloud ⧉
- First Certificate in English

SKILLS

- Languages: C++, Java, Python, C, Javascript, HTML
- Tools: Linux, Git, Excel, Unity, Qt, Webflow
- Backend: Google Cloud, Azure, Redis, Memcache, MongoDB, Kubernetes
- Soft skills: Conflict resolution, Adaptability, Collaborative problem solving

PROGRAMMING PROJECTS

VolunTier, *Solidarity App*
Demo ⧉
- Worked on a team of 5 to develop and deploy a website and an android application.
- Used Google Cloud App Engine for the backend and website hosting.
- I learned about app design, backend architecture, team management, full-stack development, and the software development cycle.
- Over 70 different endpoints for all the functionalities
- Users can login, recieve notifications by email, share and join solidarity events, create events and routes of events displayed using Google Map's API
- Statistics/parameters on a Backoffice

Mobile automation application
- Developed and deployed a platform for android phones task automation and remote management.
- Overcame challenges by starting from scratch, learning new technologies in cloud services, and venturing into Android app development.
- Used Google Cloud App Engine and Memcache on the backend
- Created an android application developed in Java that clicks on specific points on the screen using screen pixel analysis
- Scheduling for when to perform actions
- Created a website with secure access that can request live video from the android phone and send remote requests for a diversity of actions, using Javascript and Webflow
- Support for multiple phones and statistics on the website

LANGUAGES

Portuguese | English

AWARDS

Hachathon at FCT NOVA, 6th place and an honorable mention for the effort, *N.Inf FCT NOVA* 2019

Created an AI that successfully controls a virtual car using drift physics on a user-created track. Additionally, developed a local multiplayer game utilizing the core features of the car and track. All of these accomplishments were achieved through the use of C++.