Pedro Amaro

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EDUCATION

Faculty of Engineering of the University of Porto,

Informatics and Computing Engineering

Bsc (3 years) + MSc (2 years)

2014 - Present

Grade as of April 2019: 17/20

PROJECTS

Added support for 3D models to OpenStreetMap — *3dmr.eu*

2017 - Present

Initially began as a Google Summer of Code project in May–August 2017.

In March 2018 launched it as the 3D Model Repository.

Oversee the smooth running of the service, with little downtime.

Extra Curriculars

Game Jams

2014 - Present

Created a decentralized game that runs on a block chain in 5 days in 2018.

Participated 3 times in the Ludum Dare competition, ranking 130th overall out of 1493 participants in 2014.

Took part in many short (under 1 hour) game jams, and built 2 multiplayer games in that timeframe, 1 of them using a self-made engine.

Director at NeCGM

2016 - 2017

Directed the Computer Graphics and Multimedia Students Group at my university.

Hosted a Global Game Jam, an international event, which required finding sponsors and resolving unexpected problems.

AWARDS

Google Hash Code Ranked 543rd out of 6671 participants in the qualification round.

Jscrambler's Ninja Challenge Ranked 2nd out of 650 participants.

International Olympiad in Informatics Participant.

National Olympiad in Informatics Ranked 2nd out of 28 participants in the finals.

LANGUAGES

Portuguese (Native), English (Fluent), Spanish(Basic)

SKILLS

Interests: Artificial Intelligence, Computer Vision

Use regularly: Python, JavaScript, Java, C++, SQL, C, HTML/CSS

Have used: Keras, OpenCV, Qt, C#, Lua (C library), PHP, Bash, Prolog, GLSL

Programs: PostgreSQL, MariaDB, Redis, Apache, NGINX

Utilities: Git, Vim, SSH, LaTeX