Pedro Alexandre Parreira Primor

⚲ Azeitão, Portugal

+351 961241116 | pedro.primor@pm.me | linkedin.com/in/pedroprimor/

ABOUT ME

As a computer science graduate with a passion for solving problems, I have always striven to use logic and the scientific method to optimize several aspects of my day-to-day life and I have always been drawn to the idea of using data to solve problems and make informed decisions.

I have recently presented my master's thesis on the optimization of the last-mile delivery step in the postal sector and am now looking for entry-level job opportunities. In detail, my thesis focused on the development of a framework to produce optimal routing solutions taking as input the postal traffic destined to distribution centres.

Professional experience in front-end web development, QA and mobile game development but my motivation currently stands in the data science and machine learning disciplines. I am drawn to the constantly evolving nature of these fields, which requires me to continuously learn and adapt in order to stay current. Ultimately, my motivation for pursuing a career in data science and machine learning comes from a passion for using data to solve complex problems and make a positive impact on the world.

EDUCATION

NOVA School of Science and Technology	Sep. 2020 – Dec. 2022
Master of Science in Computer Science	*Lisbon, Portugal*

RELEVANT COURSEWORK:

Artificial Intelligence *A*

Data Modelling *A+*
- Research project for comparing which database model (relational vs. graph-based) is best suited for modelling a dataset containing all U.S. domestic flights from 1987 to 2021.

Information Retrieval *A*
- Implemented a search-based conversation framework and experimented with various language models;
- Applied NLP methods like word2vec and BERT to improve the search results ranking;
- Used a conversation tracking method (T5) to rewrite queries based on past utterances.

Machine Learning *A*
- Compared the use of a Naive Bayes and Support Vector Machine classifiers to distinguish between genuine and forged banknote-like specimens;
- Examined and classified a set of bacterial cells using several machine learning techniques including feature extraction, selection and clustering methods;

Technische Universität Dresden	Apr. 2021 – Oct. 2021
Erasmus+ Programme Exchange Period	*Dresden, Germany*
NOVA School of Science and Technology	Sep. 2017 – Sep. 2020
Bachelor of Science in Computer Science	*Lisbon, Portugal*

RELEVANT COURSEWORK:

Algorithms and Data Structures *A+*

Databases *A*

Discrete Mathematics *A*

Object Oriented Programming *A*

Probabilities and Statistics *B*

Sensors and Image Processing *A*
- Built a traffic sign recognition framework for classifying and extracting information from images containing portuguese traffic signs.

Work experience

Research and Development Intern   Jan. 2022 – Sep. 2022
CTT – Correios de Portugal, S.A.   *Lisbon, Portugal*
- Operations research and data analytics project;
- Had the main goal of optimizing the last-mile delivery step of the postal distribution process;
- Explored how to model and solve a vehicle routing problem adapted to the postal sector, in general, and the company, in particular;
- Provided meaningful insight and visualizations regarding routing solutions with Tableau.

Front-end Developer Intern   Apr. 2020 – Jul. 2020
Altitude Software   *Lisbon, Portugal*
- Developed React components to replace existing ASP.NET components in a contact centers management platform;
- Integrated the components with the application's back-end using C# and ASP.NET.

Front-end Developer and QA Assistant   Jul. 2019 – Aug. 2019
Automatication   *Lisbon, Portugal*
- Developed React components to display the result of unit tests on a web page;
- Experimented with AWS Amplify's authentication mechanism;
- Learned to develop unit tests for JavaScript environments using Jest.

Projects

My Spelling Game | *Unity, C#, SQLite*   Jul. 2018 – Nov. 2018
- Developed and published a 2D mobile game for Android/iOS along with a graphic designer.

Events

EUROPT Summer School 2022 | *Mathematical optimization, Game theory*   Aug. 2022
Android Training Program | *Android Studio, Java, Kotlin*   Nov. 2019
Unity Workshop - JORTEC Informática 2019 | *Unity, C#*   Feb. 2019

Languages

Native: Portuguese
Proficient: English

Technical Skills

General-purpose languages: Java, C#, Python, Kotlin
Web development: HTML, CSS, JavaScript, TypeScript, React, Redux, MUI, webpack, Node.js
Cross-platform & mobile game development: Flutter, Unity, Firebase, OneSignal
Developer tools: Git, Docker, npm
IDEs: Eclipse, IntelliJ, Pycharm, Visual Studio, VS Code, Android Studio
Python libraries: NumPy, pandas, Matplotlib, Seaborn, scikit-learn, TensorFlow, PyTorch, OpenCV
Database management systems: MySQL, MongoDB, Neo4j
Test-automation frameworks: Jest, Cypress
Software packages: Tableau, CPLEX