

RAQUEL DE OLIVEIRA CHIN

MSc. Computer Science and Engineering - Design & Videogame Enthusiast

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📍 Lisbon, Portugal in [linkedin.com/in/raquelochin](https://www.linkedin.com/in/raquelochin) 🔗 [My Project Portfolio!](#)

EXPERIENCE

Full Stack Developer / Researcher at the Concrete Dams Department

Laboratório Nacional de Engenharia Civil

📅 Jan 2023 – Present

📍 Lisbon, Portugal

- Was part of a multidisciplinary project that revolved around the structural health monitoring of dams through the analysis of natural frequency histories. My primary emphasis was on designing an intuitive online platform with the MERN stack for distributing global dam and seismic data and resources with daily updates, which met the established requirements.

MSc Project / Concrete Dams Department

Laboratório Nacional de Engenharia Civil

📅 Sep 2022 - Nov 2023

📍 Lisbon, Portugal

- Designed and developed a photorealistic and immersive VR application for conducting virtual visits to Cabril Dam, which allowed for educational purposes as well as for aiding visual inspections by technicians. It involved the requirement identification and development alongside real users, and garnered positive feedback during real-world performance and usability testing with dam experts, affirming its practical utility.

EDUCATION

M.Sc. in Computer Science and Engineering

Instituto Superior Técnico, University of Lisbon

📅 Sep 2021 – Nov 2023

📍 Lisbon, Portugal

- Participated in the IST Game Fair, with the presentation of Bee Trial, which constituted one of the most popular stands of the day, garnering extremely positive feedback from invited game specialists. Worked on game logic and assets/user interface design.
- Completed the Multimedia Content Production course top of the grade, with maximum score. It consisted of multiple artistic and design challenges that included the design of logos, posters, comic strips, 2D animations, and image/video/sound editing.
- Designed and developed an AR application with Unity and Arysion 'Virtual Monitors' that allowed the user to have multiple computer screens with the placement of physical markers.
- Out of the Game Design course, the developed 2D platformer game 'Lucha.Dor' won the popularity poll after garnering praise for its originality and good execution.
- Created a simple graphics engine using C++ to recreate the Micro Machines videogame. Used C++ to implement Ray Tracing algorithms.
- Designed an application with a co-designer who had dyslexia, to aid with the daily struggles she faced as a corporate employee. The resulting outline resulted in a high-fidelity prototype created with Figma.

B.Sc. in Computer Science and Engineering

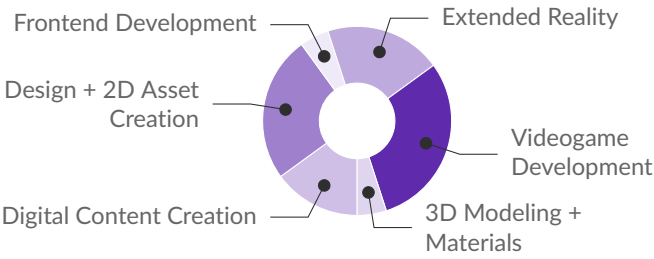
Faculdade de Ciências, University of Lisbon

📅 Sep 2018 – July 2021

📍 Lisbon, Portugal

- Recreated the iconic Praça do Comércio in Lisbon in a 3D model with Blender, with animations, for a phobia treatment challenge.
- Developed a web application with the MEAN stack for sharing photos, which was well received by the evaluators. The process adopted was SCRUM, with JIRA for project management.

FIELDS OF INTEREST



SKILLS

Soft Skills

- Perfectionism
- Leadership
- Public Speaking
- Organization
- Creativity
- Initiative
- Grit
- Resilience

Design Skills

- Blender
- Adobe Photoshop
- Adobe Illustrator
- Figma

IT Skills

- Unity
- Javascript
- OpenGL
- React
- Python
- C#
- MATLAB
- LaTeX
- MS Office

LANGUAGES

Advanced Level

Portuguese (Native)

English

Intermediate Level

Japanese

Spanish

Beginner Level

French