RAQUEL DE OLIVEIRA CHIN

MSc. Computer Science and Engineering - Design & Videogame Enthusiast

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📍 Lisbon, Portugal   in 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

- Played a pivotal role in a collaborative, multidisciplinary project focused on advancing the structural health monitoring of dams, through the analysis of natural frequency histories.
- Designed and developed an online platform using the MERN (MongoDB, Express.js, React.js, Node.js) stack to create a robust and user-friendly interface.
- Designed the online platform with a specific focus on facilitating the seamless sharing of global dam and seismic data as well as tools and resources. Implemented intuitive features and functionalities to meet the diverse needs of the project stakeholders.
- Ensured daily updates to keep the platform current and aligned with project requirements.

MSc Project / Concrete Dams Department

Laboratório Nacional de Engenharia Civil

📅 Sep 2022 - Nov 2023   📍 Lisbon, Portugal

- Designed and developed an innovative VR application, offering a photorealistic and immersive experience of on one of Portugal's tallest dams, Cabril Dam.
- Engineered the application to facilitate virtual visits to Cabril Dam, serving dual purposes: educational exploration and aiding visual inspections conducted by technicians.
- Identified project requirements through a user-centric approach, collaborating closely with real users and stakeholders.
- Conducted thorough real-world performance and usability testing with dam experts to validate the application's practical utility.
- Gathered positive feedback during testing, confirming the effectiveness of the VR application in meeting its intended purposes of enhancing educational experiences and streamlining visual inspections.

EDUCATION

M.Sc. in Computer Science and Engineering

Instituto Superior Técnico, University of Lisbon

📅 Sep 2021 – Nov 2023   📍 Lisbon, Portugal

- Actively contributed to the IST Game Fair, showcasing Bee Trial, which emerged as one of the most popular stands, receiving highly positive feedback from invited game specialists. Played a key role in the development of game logic and the design of assets and user interface.
- Excelled in the Multimedia Content Production course, achieving the highest grade with a maximum score. Successfully tackled diverse artistic and design challenges, including the creation of logos, posters, comic strips, 2D animations, and proficiency in image, video, and sound editing.
- Designed and developed an augmented reality application using Unity and Aryzon. It enabled users to have multiple computer screens through the placement of physical markers, showcasing skills in AR technology.
- In 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.
- Collaborated with a co-designer who had dyslexia to design an application addressing daily struggles faced in a corporate setting. The resulting outline led to the development of a high-fidelity prototype using Figma.
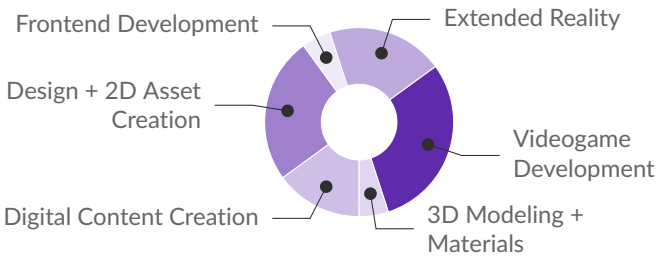
B.Sc. in Computer Science and Engineering
Faculdade de Ciências, University of Lisbon

📅 Sep 2018 – July 2021   📍 Lisbon, Portugal

- Recreated the iconic Praça do Comércio in Lisbon using Blender, crafting a detailed 3D model with animations, which contributed to a phobia treatment challenge.
- Led the development of a web application utilizing the MEAN stack (MongoDB, Express.js, Angular, Node.js). It focused on photo sharing and received positive feedback from evaluators. Implemented the SCRUM methodology with JIRA for effective project management, ensuring timely delivery and meeting project goals.

FIELDS OF INTEREST

Frontend Development — Extended Reality
Design + 2D Asset Creation — Videogame Development
Digital Content Creation — 3D Modeling + Materials

SKILLS

📘 Soft Skills

Perfectionism | Curiosity | Creativity | Organization | Initiative | Open mindedness | Problem-Solving | Public Speaking

📘 Design Skills

Blender | Adobe Photoshop | Adobe Illustrator | Figma | Clip Studio Paint

📘 IT Skills

Unity | Javascript | React | OpenGL | C# | C++ | Python | MATLAB | LaTeX | MS Office

LANGUAGES

🌐 Advanced Level

Portuguese (Native)   ●●●●●
English   ●●●●●

🌐 Intermediate Level

Japanese   ●●●○○
Spanish   ●●●○○

🌐 Beginner Level

French   ●○○○○