# Ricardo Santos

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## Education

**MSc in Informatics Engineering**                                            Dec 2024
*Faculdade de Ciências da Universidade de Lisboa*

**BSc in Informatics Engineering**                                            Jul 2021
*Faculdade de Ciências da Universidade de Lisboa*

## Skills

**Languages:** C#, Java, JavaScript, TypeScript, HTML, CSS
**Technologies and Frameworks:** Angular, Express.js, Node.js, MongoDB, Unity
**Tools:** Git, Github, Postman, Swagger, Figma, Jira

## Projects

**saveDforest**

- Designed and developed a Unity-based serious game to encourage pro-environmental behavior by fostering empathy towards both people and animals, exploring an interdisciplinary research area scarcely studied.
- Built and deployed a MEAN stack web app to embed and support the game, facilitating user access and providing data consistency.
- Collaborated with psychologists to integrate validated empathy measurements and ensure that data collected aligned with their research methodologies, thus supporting meaningful analysis.
- Structured the architecture of the game and web app with a focus on modularity, enabling feature maintainability and extensibility.
- Prepared and coordinated UX evaluation sessions with potential users, and acted on feedback gathered to improve usability, engagement, and overall user experience.