Ricardo Santos

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Education

MSc in Informatics Engineering   Dec 2024
Faculdade de Ciências da Universidade de Lisboa
Relevant courses: *Web Applications, Mobile Computing, Software Design, User Experience*

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

Skills

Languages: C#, JavaScript, TypeScript, HTML, CSS, Java
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.