



Rui Gonçalves

Software Engineer

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Personal Profile

I'm a 22 years old Software Engineering recently graduated and i'm fascinated with areas like backend and mobile developing. I would love to work on those areas in the future and learn more about them.

Education

Graduation in Computer Engineering
University Fernando Pessoa 2019-2022

Qualifications Summary

- C/C++
- Java, JavaFX
- Python
- Dart, Flutter
- PHP, Laravel
- HTML , CSS, JavaScript
- PostgreSQL and MySQL
- RabbitMQ

Acadamic Projects

- **Mobile App AI4RealAg**

This project was made in collaboration with the company Siscog and consists of the development of a mobile application for smart agriculture.

This application allows the farmer to have a better management of his land, being able to see all the problems that are in the same as well and also report any problem that has not been detected by the data collection system, through drones, satellites and sensors.

Technologies:

Dart,Flutter,SQLite,FastAPI,PostgreSQL,Heroku,
S3 Bucket,React

- **StandOnline**

The Purpose of the project is to creat a website similar to StandVirtual with multiple features like register,login,account verification via email,search vehicles,buy vehicle etc .

Technologies:

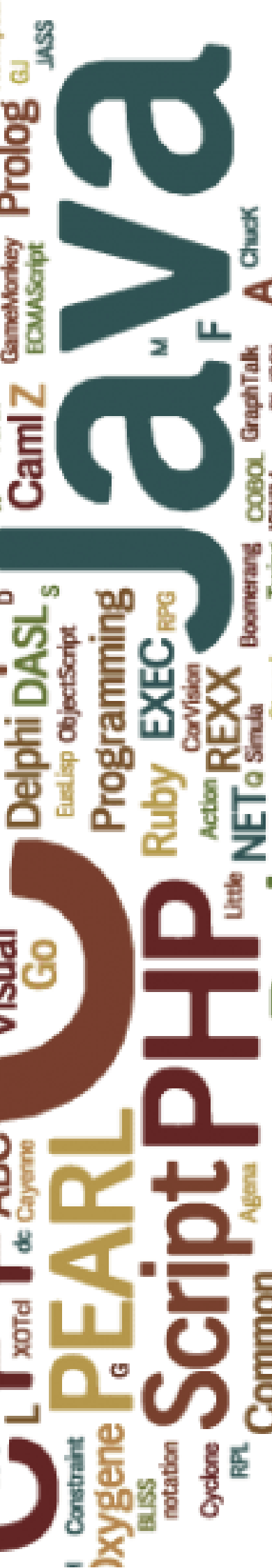
PHP,Laravel,SQL,Unit Testing,MVC

- **Frogger Game**

The objective of this project was to simulate a distributed system of a game. This game had to allow several players to play at the same time without information interference. This distributed system consisted of a front-server that distributed messages to other servers in round robin.

Technologies:

Java, RabbitMQ, RMI, Design Patterns (Visitor, Singleton, Observer,Topics,RPC).



- **Travel Agency**

The Purpose of the project was to creat a Travel Agency program similar to the airbnb.This project helped me to better understand this low-level language and also how to manipulate dynamic memory.

Technologies:

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- **Geo Caching App**

'The objective of this project was to create an app similar to a treasure hunt and entertain players by searching and hiding caches around the world.In this project we use algorithms like dikjstra to find the best and shortest way to reach a certain goal.

Technologies:

Java,JavaFX

For more details about me and my projects feel fry to check out my portfolio: <https://ruiportfolio.pt/>