

# 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**

**Gaduation in Computer Engineering**University Fernando Pessoa 2019-2022

# **Qualifications Summary**

- 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 app 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 pattern

#### 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:

C

#### 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/**