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RUI **ALVES**

Software Engineer

Summary ————

I am currently seeking new opportunities in the field of Software Engineering, always eager to learn and embrace new challenges with a specialization in computer networks from my first year of the Master's program at the University of Minho. I am committed to continuous learning, adapting to emerging technologies, and exploring novel experiences in the ever-evolving landscape of software development. My passion for expanding my knowledge and staying abreast of industry trends drives my enthusiasm to contribute effectively to innovative projects and dynamic work environments.

Skills ————

- Python
- Java
- C
- Haskell
- Docker
- MongoDB
- Bash
- Unix
- Git
- Jira Software
- COREmulator

Other ————

- **Languages**: Portuguese (native), English (fluent)

Education

2022 - now **M.Sc. Software Engineering**   **University of Minho**, Portugal
I am presently working towards a Master's degree in Software Engineering at the University of Minho. My area of specialization within the Master's program was computer networks.

2019 - 2022 **B.Sc. Software Engineering**   **University of Minho**, Portugal

Experience

Chaves, Portugal
I have worked (seasonally) in the catering industry, primarily in bars/restaurants. I've also worked at Agriloja for a few months where I enhanced my communication skills with the public.

Projects

- **VANET**   🖧

  In this project, my goal was to establish a functional vehicular network, facilitating communication among diverse entities. The primary objective was to create a network where the occurrence of errors and accidents would be minimized. All the necessary protocols were meticulously developed to ensure the seamless operation of the network. In JAVA.

- **Tracking and monitoring the execution of programs.**   🖧

  As part of the Operating Systems course, we developed, in C, a program monitoring service for tracking the execution of programs on a machine, aiming to provide users with accurate information about the total execution time. Through a client, users have the ability to run programs and obtain relevant data about the time spent during execution. Additionally, a system administrator can query all running programs and check their respective execution times through a server..

- **Over the Top (OTT) service for multimedia delivery**   🖧

  Practical work related to a multimedia delivery service (streaming) in JAVA. This service will be transmitted from servers to a set of clients and nodes that form the overlay network. As new entities join the network, they must become acquainted with their neighbors, and routing tables must be constructed to choose the optimal route for data transmission between them.

- **Management system for repair centers.**   🖧

  Project developed for the course Development of Software Systems. The objective of this course was to develop a software system for an Electronic Devices Repair Store. The programming language used was JAVA. Auxilar UML diagrams were also implemented.