TIAGO ALVES

Software Engineering Student

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○ **tiago-falves**

EDUCATION

Faculty of Engineering of the University of Porto
Integrated Master in Informatics and Computing Engineering

📅 Sep 2018 – Jul 2023   📍 Porto, PT

- Currently Enrolled in the 3th year
- Relevant Coursework: Software Engineering, Algorithm Design and Analysis, Databases, Distributed Systems, Web App Development, Artificial Intelligence

Faculty of Engineering of the University of Porto
Integrated Master in Mechanical Engineering

📅 Sep 2016 – Jul 2018   📍 Porto, PT

- Completed 2 Years of Mechanical Engineering, until I realized my vocation was Software Engineering
- Relevant Coursework: Thermodynamics, Materials Science, Mechanics, Statistics, Methematical Analysis, Fluid Mechanics

EXPERIENCE

NIAEFEUP

📅 July 2017 – Present   📍 Porto, PT

- Devoped a variety of projects, ranging from AI to Mobile app Development, including UNI, an app for all the students in Oporto University.
- Member of The Program Department of Semana de Informática

Event Manager
Board of European Students of Technology

📅 Mar 2016 – Sep 2018   📍 Porto, PT

- Case Study responsible for EBEC-Portugal, the largest Engineering competition in Europe.
- Fund Raising Manager in the Regional Meeting, an event that brings more than 50 people from more than 15 nationalities.
- Oraganized and Participated in EBEC, Sci-Tech, Career-Craft
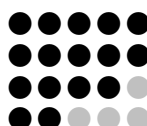
External Relations Department
NEEM FEUP

📅 Mar 2016 – Sep 2018   📍 Porto, PT

- Organized Career Fairs, Networking Sessions, Trips to companies and other events.

LANGUAGES

English
Portuguese
Spanish
German

TECHNICAL SKILLS

C++   Java   Python   C#
JavaScript   C   SQL   Dafny
Flutter   Git   Agile   Scrum
Prolog   HTML5   PHP   CSS
Latex   Jade   Ml-agents   Unity
JUnit   Gherkin   OOP   Unix

PROJECTS

ExploreIT (Hiking Planner)

- Hiking Planner in which the user can upload a map and discover what are the best Hiking routes. The project can be seen as a Vehicle Routing Problem with Time-Windows.
- Technologies: C++,GraphViewer

Folding Blocks (Puzzle)

- Designed a Unity App with the purpose of solving the famous puzzle "Folding Blocks" using machine learning.
- Technologies: C#,ml-agents,Unity

Chameleon (Board Game)

- Created the project "Chameleon" using logic programming where the user can choose to play against an "AI" using the Minimax algorithm. Opted for a realistic 3D scene to enhance the user experience.
- JavaScript, Prolog, jQuery, WebGl.

Hamelin Flutters

- Created a Social Media app for Conferences, where Users can discuss, post and Meetup
- Technologies: Dart, Flutter, Scrum, Gherkin

Emergency Call Center

- Developed an Emergency call center using a multi-agent system to automatically allocate the most adequate vehicles to each emergency
- Technologies: Java, Jade, Repast, SAJAS,

ACTIVITIES

KU Leuven Faculty of Engineering Technology | Mar 2019

- One of 24 international students out of more than 400 candidates to participate in a two-week course on Artificial Intelligence, understanding neural networks and coding python scripts to deal with simple machine learning, databases and deep learning problems