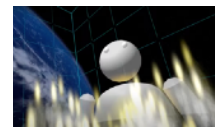# SOFTWARE PROJECTS ————————————————

XR Bootcamp Advanced Hand Interactions Course Exercises *(VR: 2021)*
Exercise Videos *Tools: C# [coding]; Unity [software]*

Udacity's VR Capstone Project - HTC Vive DarkLight *(VR: 2019)* - Project
A High Immersion VR experience about forgiving oneself. Created and developed by me. Developed shaders, dialog, interaction, code and used speech recognition. Learned 3DsMax to build levels and characters. *Tools: C# [coding], Unity [software], 3DsMax 2019 [Character & Level Design Software]*

Udacity's Google Cardboard & HTC Vive Course Projects *(VR: 2017 - 2018)*
Projects *Tools: C# [coding]; Unity [software]*

iOS / Android Mobile App for Medical Conference *(Mobile: 2017 - 2018)*
Mobile developer & designer of a cross-platform app for the Portuguese Conference of Retina Studies, in collaboration with Inovasis. Started developing reusable app for future conferences with real-time Quiz with Infographics before joining Deloitte. *Tools: Xamarin, C# and SQL [coding]; Sketch [UI design]*

Interactive Data Tree for FinTech Startup *(Data Visualisation: 2017)* - Demo
Developed a data tree in d3 that allowed users from the financial sector to visualise compliance rules in an interactive map and add actions and/or attachments to each rule.
Tools: D3, Typescript, AngularJs v4, SCSS [coding]
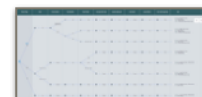
Personal Website in AngularJs (v4) *(Frontend / Data Visualisation: 2017)* - Project / Link
Website to display all personal learning experiences since entering university (Sep 2009) until Aug 2017. Used infographics to display the projects made, their complexity and personal motivation.
Tools: AngularJs (v4), D3, Typescript, CSS, HTML [coding]; Inkscape [UI design]

WebApp for Medical Data Analysis *(Data Visualisation / Frontend: 2016)*
Developed the front-end & designed Infographics for a medical data analysis Web App for a Portuguese ophthalmology research group (GER). The WebApp enabled doctors to check their patients' evolution status and obtain statistical and graphical analysis of selected clinical criteria in real time.
Tools: D3, jQuery, Javascript, C#, SQL, CSS, HTML [coding]; Webflow [UI design]

École 42 Paris Projects *(Software Development Studies: 2014 - 2015)* - Projects
Tools: C , C++, C#/Unity, PHP/HTML/CSS/Javascript [coding]

Biofeedback Game Group Project *(IST - Instrumentation and Signal Acquisition: 2012)*
9-person group team leader & lead game developer of a tetris game for children with anxiety disorders, in which the game's speed would increase according to the user's heart-rate.
Tools: MatLab [coding]