Vasco Gomes

Software Engineer

contact

(+351) 919–002–594

ovascogomes@gmail.com vascozzz.github.io

Senhora da Hora Porto, Portugal 4460-199

about me

For the past four years, I've been exploring new technologies and improving my skills in software development. I've tried my hands at web development, artificial intelligence and machine learning, video-game design and a bit of mobile.

I love coding, regardless of platforms or languages, and I'm always eager to experiment with new technologies.

education

since 2014 M.Sc. in Informatics and Computing Engineering
Faculdade de Engenharia da Universidade do Porto
Classification 16 out of 20.

2011–2014 B.Sc. in Informatics and Computing Engineering
Faculdade de Engenharia da Universidade do Porto
Classification 15 out of 20.

2008–2011 High School, Sciences and Technologies Porto, Portugal

Escola Secundária do Padrão da Légua Classification 16 out of 20. Graduated with honors.

experience

2014–2015 Full Stack Web Developer

 ${\sf BrandMeUp}$

Restructure and development of an online platform aiming to provide streamlined tools for the creation of content portfolios. Focused on building secure and scalable modules. Developed in PHP, JavaScript, MySQL, HTML5 and CSS.

since 2015 Full Stack Web Developer

Independent

Development of a product management solution for internal use within a private company.

Creation of a static portfolio, including setup of multiple domains, for Lighting Matthers Light.

languages

Portuguese Native

Native language

English Fluent

Full professional proficiency

Spanish Basic

Limited working proficiency



OS **Familiar with:**

Windows, Linux, Android

Languages Proficient in:

C#, Java, C++, JavaScript, PHP, C, Prolog, HTML, CSS

Experience with: Python, Pascal

Tools Comfortable with:

Git, Visual Studio, IntelliJ, Grunt, NPM, ...

DB Knowledge of:

PostgreSQL, MySQL, SQLite, Oracle, MongoDB

Frameworks Worked with:

.NET, CakePHP, Ionic, Django, AngularJS, Laravel, ...

Others Methodologies, libraries, miscellaneous:

Node.js, Unity, Scrum, ...