

# Francisco Gonçalves

SOFTWARE DEVELOPER

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## Summary

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I have recently graduated in Computer Science MSc. with a specialization in Data Mining and Data Processing. I am proficient and interested in both back-end and front-end development. As such, currently, my ambitions are to find an advantageous employment opportunity that would allow me to gain more working experience and further develop myself. I am eager to work on a collaborative or solo environment that would benefit from my skill set and extremely motivated to learn new tools that would allow me to contribute towards a shared goal as a member of a dedicated team.

## Education

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### FCUP - Faculty of Sciences @ University Of Porto

M.Sc. IN COMPUTER SCIENCE

*Campo Alegre, Porto*

*Oct. 2020 - Nov. 2022*

### FCUP - Faculty of Sciences @ University Of Porto

B.S. IN COMPUTER SCIENCE

*Campo Alegre, Porto*

*Sept. 2016 - Aug. 2020*

### Abade de Baçal High School

HIGH SCHOOL DEGREE - SCIENCES AND TECHNOLOGY

*Av. Eng. Amaro da Costa, Bragança*

*Sept. 2013 - Jul. 2016*

## Experience

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### HealthySystems - HLTSYS

INTERNSHIP

*R. Alfredo Allen 455, 4200-135 Porto*

*Feb. 2020 - Aug. 2020*

- Created and developed a Kibana plugin using Elasticsearch to store and later open, edit or delete bash scripts from its database. The project was made with the React framework for JavaScript. The webpage allows the user to view existent files and edit them in an integrated code editor. The user can also create a new script from scratch from the plugin itself as well as select files from their computer.

## Skills

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### PROGRAMMING LANGUAGES

- Python, Java, C, C++, JavaScript,

### FRONTEND / BACKEND

- NodeJS, Angular, ReactJS,

*actJS*

### OTHER

- HTML/CSS, Bash Scripting, LaTeX, Microsoft Office, MySQL, Docker, Elasticsearch, VBA,

## Publications

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### Internationalisation of Higher Education Institutions: A Case Study in a Polytechnic in Northeastern Portugal

*INTED2022 Proceedings*

*Mar. 2022*

# Projects

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Most of the projects I've been involved in can be seen on my GitHub page. Here are a few:

## ● MSc THESIS

### **Text2Storyline**

2022

ANGULAR WEBSITE THAT ALLOWS THE USER TO CREATE VISUAL NARRATIVES AND EXPLORE THEM FURTHER THROUGH MULTIPLE FEATURES BY PROVIDING A NEWS ARTICLE LINK, A TEXT OR A SEARCH QUERY

MSc Thesis

• Python - TypeScript - HTML - CSS

## ● IN CLASSES

### **Web Domino Singleplayer/Multiplayer Game**

2019

WEB-BASED GAME THAT CAN BE PLAYED AGAINST A SIMPLE BOT OR AGAINST ANOTHER PLAYER THROUGH A NODEJS SERVER

Web Technologies

• JavaScript - HTML - CSS

### **Web App Prototype**

2017

PROTOTYPE OF A WEB-BASED PORTAL THAT RECORDS AND DISPLAYS STATISTICS ABOUT USAGE OF "COMPLAINTS PORTAL"

Person-Machine Interaction

• JavaScript - HTML - CSS

### **Delivery Simulation**

2020

A SIMULATION IMPLEMENTATION REGARDING A DELIVERY SYSTEM OF PACKAGES TO CLIENTS

Decision Support Methods

• Python

## ● PERSONAL

### **Snake Game**

2020

CLASSIC SNAKE GAME MADE WITH PYGAME.

• Python

### **Sudoku Solver**

2020

A SIMPLE PYTHON IMPLEMENTATION THAT SOLVES ANY GIVEN SUDOKU PUZZLE USING BACK-TRACKING

• Python

### **Blackjack Game**

2020

A PYGAME IMPLEMENTATION OF THE POPULAR CARD GAME BLACKJACK

• Python

### **Rubiks Cube Solver**

2020

AN IMPLEMENTATION WITH GRAPHICAL INTERFACE BUILT WITH PROCESSING 3 THAT SOLVES ANY GIVEN RUBIKS CUBE SHOWING EVERY STEP.

• Java

# Languages

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## NATIVE:

- Portuguese

## FLUENT:

- English - C1 Advanced Cambridge English Qualification

## LIMITED WORKING PROFICIENCY:

- Spanish