

# João Sousa

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## Work Experience

### DynamiCITY project

FEUP, Univ. of Porto, Portugal

RESEARCH SCHOLARSHIP

August 2022 - February 2023

- DynamiCITY: Fostering Dynamic Adaptation of Smart Cities to Cope with Crises and Disruptions (NORTE-01-0145-FEDER-000073).
- The project has as main objective the conceptualization and implementation of the DynamiCITY Platform, which is intended to play a role of great importance in future research, development and innovation infrastructures of the University of Porto, in fields such as Mobility, Smart Cities engineering, and Intelligent Systems development.

### Contacto FC

Remote

SOFTWARE DEVELOPER

July 2021 - December 2021

- Part of a team in charge of designing and developing a website for the organization (<https://contactofutsal.pt/>)
- Designed and developed web pages according to dynamic client requirements using HTML, CSS, Javascript and the Bootstrap and Django frameworks
- Experience interacting with stakeholders and with technologies such as Git and pgAdmin4

## Education

### University of Porto

Porto, Portugal

MASTER IN INFORMATICS AND COMPUTING ENGINEERING

Oct. 2021 - Present

- Currently studying at Faculty of Engineering of University of Porto

### University of Porto

Porto, Portugal

BACHELOR'S IN ENGINEERING SCIENCES - INFORMATICS AND COMPUTING ENGINEERING

Sep. 2018 - Sep. 2021

- Concluded the Bachelor's in Engineering Sciences - Informatics and Computing Engineering branch - at Faculty of Engineering of University of Porto

### Gondomar High School

Porto, Portugal

SCIENCES AND TECHNOLOGY COURSE

Sep. 2015 - July. 2018

### Costa Cabral Music Academy

Porto, Portugal

SPECIALIZED MUSIC COURSE (8TH GRADE), VIOLIN

Sep. 2010 - July. 2018

- Concluded the Secondary Course of Specialized Artistic Education of Music in supplementary regime (Violin) at Costa Cabral Music Academy (Porto) with a final grade of 19 out of 20.

## Skills

**Programming** HTML, CSS, Javascript, Bootstrap, Laravel, Python, Flutter, Java, C++, C, React JS, Material UI, Prolog

**DevOps** Git, Docker

**Databases** SQLite, PostgreSQL PL/pgSQL

## Scholarships | Awards

2015 **2nd Prize**, Category B, IX Musical Olympiads - Costa Cabral Music Academy

Porto, Portugal

2013 **3rd Prize**, Category C, V Elisa de Sousa Pedroso National Prize

Vila Real, Portugal

2013 **2nd Prize**, Category C, VII Musical Olympiads - Costa Cabral Music Academy

Porto, Portugal

2012 **2nd Prize**, Category C, VI Musical Olympiads - Costa Cabral Music Academy

Porto, Portugal

## Projects

### Tokyo Drift Auction House - HTML/CSS, Bootstrap, Javascript, Ajax, PHP, Laravel, PostgreSQL, pgAdmin, Docker

PROJECT FOR DATABASE AND WEB APPLICATIONS LABORATORY COURSE, FEUP UP

- Website for a car auction house.
- Source code available at: <https://github.com/JoaoASousa/feup-lbaw-proj>

## Retrospective Wall App - Dart, Flutter, Gherkin, PlantUML, Firebase

PROJECT FOR SOFTWARE ENGINEERING COURSE, FEUP UP

- A place where conference attendees can express their satisfaction with the different aspects of the conference, giving feedback to the organizers in real time, through an intuitive, interactive and interesting interface.
- Source code available at: <https://github.com/JoaoASousa/RetrospectiveWall>

## Hoaloha website - HTML, Javascript, CSS, PHP, Ajax

PROJECTS FOR WEB LANGUAGES AND TECHNOLOGIES COURSE, FEUP UP

- Pet adoption website.
- Source code available at: <https://github.com/JoaoASousa/Hoaloha>

## Star Wars and Taiji - Javascript, XML, OpenGL ES, Prolog

PROJECTS FOR GRAPHICAL APPLICATIONS LABORATORY AND LOGIC PROGRAMMING COURSES, FEUP UP

- Two small projects depicting a Star Wars ship dog chase animation and a 3D interface for the board game Taiji.
- Source code available at: <https://github.com/JoaoASousa/Star-Wars-and-Taiji>

## BoomerMan - C Language

PROJECT FOR COMPUTER LABORATORY COURSE, FEUP UP

- Clone of the 1983 NES classic Bomberman. Runs on a MINIX environment.
- Source code available at: [https://github.com/JoaoASousa/feup-lcom-2019\\_2020-BoomerMan](https://github.com/JoaoASousa/feup-lcom-2019_2020-BoomerMan)

## Extracurricular Activity

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### Member of the mentoring program (Informatics.onBoard) at FEUP

*Porto, Portugal*

MENTOR

*October. 2021 - Present*

Supporting and helping two students of the Bachelor's in Informatics and Computing Engineering better adapt to the post-secondary education.

### Member of FEUP Classical Orchestra, University of Porto

*Porto, Portugal*

VIOLINIST

*October. 2018 - Present*