João Duarte

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Work Experience

Blue Prism | Mid Full-stack Developer — Remote, UK
C#, Typescript, GraphQL, REST, Docker, MongoDB, AWS — Mar. 2022 - Present

- Developing a new generation of Blue Prism software on the cloud and transitioning from legacy code
- Working with multiple microservices, whether in development, testing, intregrating and deploying

Blue Prism | Junior Full-stack Developer — Remote, UK
React, C#, Docker, SQL, Azure, Mobx, Redux — Mar. 2021 - Feb. 2022

- Developed BluePrism Decision, from concept up to 1st and 2nd release
- Helped decrease build times of main product by over 33% (15-25min)
- Participated in Secure Code Warrior courses and tournaments - taking a 1st place at one of them

VivaDrive | Software Developer / Computer Vision Intern — Warsaw, PL
Python — Oct. 2020 - Feb. 2021

- Developed and used open source SLAM and point cloud registration algorithms to automatically detect and localize captured footage on a 3D space
- Helped develop an image recognition model of captured footage to detect specific objects using Yolov5
- Documented and tested the previous and ongoing development
- Worked directly with the external client Vinçotte using agile methodologies

Siemens | Software Developer Intern — Lisbon, PT
Ionic, Cordova, Angular, NodeJS, Java/Spring and SQL — Apr. 2017 - Jul. 2017

- Developed a native and hybrid mobile application demo for in-house use as an Event and Conference management
- Designed project requirements in cooperation with team lead
- Tested application in various platforms and devices to ensure compatibility and responsiveness

Siemens | Test Automation Intern — Lisbon, PT
Java, Cucumber/Gherkin, JBehave and Maven — Jan. 2016 - Mar. 2016

- Updated and developed automated tests for internal programs that helped reduce testing time
- Participated in project meetings with technical staff, members and external clients

Education

Bachelor in Videogames and Multimedia — Lisbon, PT
Universidade Lusófona de Humanidades e Tecnologias — Sep. 2017 - Feb. 2021

EQF L4 in Programming and Management of Computer Systems — Lisbon, PT
Escola Profissional Bento de Jesus Caraça — Sep. 2014 - Aug. 2017

Skills

Languages:	C#, JavaScript, SQL, C
Technologies:	Git, React, Docker, MongoDB, Ionic, NodeJS, AWS, Azure, Helm
Others:	Linux, Unity, LaTeX, Atlassian Tools

Certifications and Courses

AZ-400: Designing and Implementing Microsoft DevOps Solutions — Microsoft
CS50: Introduction to Computer Science — Harvard University

Projects

"The Artificer" game *C#, Unity, 3D*
Responsible for programming the Gameplay (character, interactions, mechanics), VFX (effects, animations) and UI (design and implementation), as well as being the main Game and Level Designer.

Languages

Portuguese: Native   **English:** Fluent   **Spanish:** Conversational   **French:** Basic