Francisco **Gonçalves**

SOFTWARE ENGINEER · MSc IN INFORMATICS AND COMPUTING ENGINEERING · PORTO, PORTUGAL

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Education

Faculty of Engineering of the University of Porto (FEUP) ⬈   *Sep 2018 - Jul 2023*

BACHELOR ⬈ AND MASTER ⬈ IN INFORMATICS AND COMPUTING ENGINEERING   *Porto, Portugal*
- Completed both the bachelor and master degrees, finishing the masters' averaging **18/20**
- **Relevant bachelor coursework**: Web App Development, Algorithms and Data Structures, Databases, Artificial Intelligence
- **Relevant master coursework**: Full Stack Development, IOT factory management, AI Assistant Web Navigator, P2P Timeline, Semantic Web App Dev

Skills

Technical   Git 4y • **HTML/CSS/JS** 3y • **NodeJS** 3y • **ReactJS** 3y • **TS** 2y • **Tailwind** 2y • **Next.js** 1.5y • **Gatsby.js** 1.5y • **PHP/Laravel** 2y • **SQL** 2y • **Python** 3y • **Java** 3y • **C/C++** 3y • **Docker** 2y • **GraphQL** 1y • **React Native** 0.5y • **Angular** 0.5y • **Flutter** 0.5y

Languages   **Portuguese** Native • **English** Proficient | CAE C1 Level, 2016 • **Spanish** Intermediate understanding • **French** Basic understanding

Professional & Other Experiences

Full-stack Engineer   *Oct 2023 - Present*

JUMPSELLER ⬈ in   *Porto, Porto, Portugal*
- First full time experience, developing and evolving the company's main product: Jumpseller.

Software Engineer Intern   *Feb 2023 - Jul 2023*

CRITICAL MANUFACTURING ⬈ in   *Maia, Porto, Portugal*
- Interned at Critical Manufacturing as a part of product development team. Work focused on collecting web analytics and **usability metrics** for Critical's Manufacturing Execution System (MES) aiming to improve UI/UX. Dashboard preview **deployed in Vercel**.
- Developed a custom dashboard for usability metrics in Critical MES, offering insights for its components. The dashboard democratizes the UX improvement process by scoring components and highlighting key metrics within them. Dissertation around this topic **available here**.

Freelance Web Developer   *Jan 2023 - Aug 2023*

GUERNER & IRMÃOS S.A. ⬈   *Gaia, Porto, Portugal*
- Created a marketing and display website for Guerner & Irmãos, offering high-performance textiles, technical fabrics, and quality building materials.
- Website built with React.js, Typescript, Tailwind, Gatsby.js, MDX, and GraphQL.

Erasmus Student   *Aug 2022 - Dec 2022*

AALTO UNIVERSITY SCHOOL OF SCIENCE ⬈ in   *Espoo, Finland*
- Studied computer science abroad at Aalto University, in Espoo, Finland as an exchange student part of the Erasmus program

Active Member   *Nov 2020 - Jun 2023*

NIAEFEUP - INFORMATICS ENGINEERING STUDENT BRANCH @ FEUP ⬈ in   *Porto, Portugal*
- Coordinated and heavily contributed to projects like the **University of Porto Time Table Scheduler** and co-organized a variety of events (e.g. **SINF**)

Participant   *Jul 2014 - Present*

OTHER EXPERIENCES
- Interrail across Europe, 5 *Camiños de Santiago*, volunteering focused on visiting and helping elderly people

Projects

Bagr.UI — UI Components library for React, Typescript, and TailwindCSS ⬩ ⬈   *Jul 2023 - Present*

NEXT.JS, REACT, TYPESCRIPT, TAILWINDCSS   *Individual*
- Developed a website to showcase reusable React TSX components combining purposes and methods from other components libraries.

Finishers Hub — Videoclip gallery and hub of finishing moves ⬩ ⬈   *May 2022 - Present*

NEXT.JS, REACT.JS, TYPESCRIPT, TAILWINDCSS, EXPRESS, MONGODB, AWS S3, GOOGLE SHEETS API   *Individual*
- Developed a dynamic museum with video highlights of COD finishing moves. V1 used **Twitch API**. V2 uses **AWS S3 Buckets**. Added registry to track team stats. Lab page for move characteristics enhances analysis. Admin page to control data stored in MongoDB associated with video clips.

TTS — Time Table Selector for UPorto Students ⬩ ⬈   *Apr 2022 - Aug 2022*

REACT, TYPESCRIPT, TAILWINDCSS, DOCKER, MYSQL   *Team of varying active developers*
- Developed a platform for students of University of Porto to create, **plan and share timetables** before class registration in a flexible and practical way.

Internet of Everything — "Eveything is connected. Not just the devices." ⬩ ⬈   *Oct 2021 - Jan 2022*

DOCKER, JAVASCRIPT, JAVA, PYTHON, REACT, TAILWINDCSS   *Team of 20 people*
- Collaboratively developed a **factory management and maintenance platform** simulator. Used LeSS Agile framework.
- Responsible for frontend development and UI/UX of the platform that helps monitor and manage the system.

Virtual Assistant for Critical Manufacturing's Manufacturing Execution System ⬩ ⬈   *Feb 2022 - Jul 2022*

TYPESCRIPT, ANGULAR, PYTHON, FLASK, SPACY, DOCKER   *Team of 8 people*
- Developed a virtual assistant to facilitate navigation and interaction with Critical Manufacturing's Execution System
- Created a 'small startup' and branding around the adopted project: **Robin** ⬈

Full portfolio available on my website ⬈