José Correia

in José Correia • ⌕ Ze-Limao • ☎ (+351) 926620303 • ✉ joseafonso2003@gmail.com

ABOUT

My name is José, I am from Braga and currently a student in Software Engineering at University of Minho. I consider myself a highly creative person with a great ability to work in a team, skills that have been tested during my experiences in both academic and extracurricular pursuits. Recently, I have been particularly interested in front-end development, exploring modern tools and frameworks like React and Three.js.

EDUCATION

BACHELOR IN SOFTWARE ENGINEERING   2021-2024 | PT

MASTER'S IN SOFTWARE ENGINEERING   2024-Present | PT

SKILLS

Programming Languages C, C++, C#, Elixir, Python, Haskell, Java, YAML, JavaScript, CSS, HTML, SQL

Frameworks .NET, Phoenix, Vue.js, Tailwind CSS

Tools GitHub, Google Cloud, Ansible, Docker, Visual Studio, IntelliJ, MySQL, SQL Server, Linux

EXPERIENCE

CESIUM   2024-Present

CeSIUM is the Software Engineering Students' Organization at the University of Minho. I am currently the Co-Director of the Recreation Department.

INTERNSHIP AT NIUP   2023

I did a summer internship at NIUP. During this time, I was involved in some Backend projects where I worked with Microsoft .NET. In this experience, I got to know how to work in a company environment and I acquired some knowledge that I would not be able to at an University level.

INTERNSHIP AT YARILABS   2024

I worked as a Frontend Developer Engineer, where I developed and implemented features for a market website using Vue.js. I collaborated with backend teams to integrate frontend components with backend APIs efficiently. Additionally, I actively participated in daily stand-ups and sprint planning meetings to prioritize tasks and track project progress.

EVENTS

HACKATHON BUGSBYTE   2023

Cathegory Winner | Gamification

In this Hackathon the theme was Education, Web3 and Gaming. Me and my team decided to join Gaming and Education. We built a website, using Phoenix Framework, that teachs kids basic programming concepts with simple puzzle games.

PROJECTS

DISTRIBUTED COMPUTING FOR SCALABLE FUNCTION EXECUTION

Cloud computing service for executing user-defined functions in a distributed environment. Engineered with Function-as-a-Service (FaaS) for infrastructure abstraction. Furthermore, we devised a custom binary communication protocol over TCP sockets for efficient and reliable client-server communication.

RECREATION OF BLOCKDUDE WITH HASKELL

This game is a recreation of BlockDude fully developed in Haskell. It was developed during the first semester of my Software Engineering degree. Appart from the traditional campaign mode, I also created a bot capable of solving maps in the minimum necessary player movements.