

Bruno Maia

Software Engineer

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Education

2009–2014 **Master in Informatics and Computing Engineering**, Faculty of Engineering of the University of Porto, FEUP, Grade – 16 of 20.

Experience

- SET-* 2014 **Software Engineer**, SHIFTFORWARD.
Software engineer at an online advertising technology company.
- FEV-JUL 2014 **Master Thesis “Transformation patterns for a reactive application”**, BLIP.
This thesis took place at Blip.pt and explored the concept of refactoring a traditional system into a reactive one. The result was a detailed catalog of refactoring patterns.
- 2010–2014 **Member of Image department**, AEFEUP.
Responsible for creating print media and web media for FEUP’s student association events and more. In 2013 developed a electoral campaign website at and a promotional website for the Arraial d’Engenharia.
- OCT-DEC 2013 **Teaching Assistant – Graphical Interfaces**, FEUP.
Responsible for aiding and guiding the students of the 3rd year class “Graphical interfaces application laboratory”. Mostly about *OpenGL* and *C++*.
- JUN 2013 **Monitor – Junior 3D Modeling**, UNIVERSIDADE JUNIOR UP.
Monitored several groups of juniors (12–13 years old) in workshops related to 3D object modeling with *Google SketchUp*. Completely revamped the workshop’s website.
- NOV-MAR 2013 **Organizer – Image & Web**, ENEI CONFERENCE 2013.
Co-organized the “Encontro Nacional de Estudantes de Informática” conference and was responsible for all of the event’s image and web presence. Developed the conference registration and information website.

Certifications & Awards

- APR 2014 PT Inovação Android Fiducial Markers Challenge Winner
Related: *Augmented Reality*, *Computer Vision*, *Android*
- MAR-APR 2014 **Programming Mobile Applications for Android Handheld Systems MOOC**, Coursera, University of Maryland, College Park, Grade – 100%.
Related: *Android*
- NOV-DEC 2014 **Principles of Reactive Programming MOOC**, Coursera, École Polytechnique Fédérale de Lausanne, Grade – 100%.
Related: *Scala*, *Reactive Programming*, *Distributed Systems*
- NOV 2013 **Functional Programming Principles in Scala MOOC**, Coursera, École Polytechnique Fédérale de Lausanne, Grade – 100%.
Related: *Scala*, *Functional Programming*
- FEB 2012 UP Showcase participant & FEUP Open days guide
Related: *c++*, *OpenGL*, *Prolog*

Skills

- Basic C#, OPENCV, Adobe Premiere, Adobe AfterEffects, PROLOG
- Intermediary node.js, Android, PHP, Akka, RX, L^AT_EX, SQL, UX, UML, Ruby on Rails, OPENGL
- Advanced HTML, CSS, JS, Java, Scala, C, C++, Adobe Photoshop, Adobe Illustrator, Git
- Portfolio Check brunomaia.eu/work for more details