



Paulo Correia

Software Developer

Education

Master in Informatics and Computing Engineering

Faculdade de Engenharia da Faculdade do Porto

September, 2015 - August, 2020

Skills

Web Development

Experience with HTML, CSS and JavaScript, TypeScript, the Node.js and npm ecosystem, Three.js and WebGL as well as React.

Mobile Development

Experience with native Android development with Java and other cross-platform frameworks like React Native and Flutter.

Other Development Work

Worked with multiple different technologies for school projects like SQL, MongoDB, PHP, Python, C, C++, C# and Unity.

Tools and skills

Proficient with both UNIX and Windows based systems, git and Github, Photoshop and Figma.

Notable Projects

Real Time Optimizations for a Web-based Telemedicine Platform

Dissertation project focused on graphing large quantities of data on the web using WebGL to achieve the best performance.

Routines GO

School project built with React Native to help children on the autism spectrum to create routines.

O Preço X

Application built with Java for Android where a user is challenged to guess the prices of items being sold on second hand markets.

Contacts

 paulo.renato.a.correia@gmail.com

 github.com/pipas

 paulocorreia.me

Interests

Web Development

Mobile Development

UI/UX Design

Human-Computer Interaction

AI and Machine Learning

Languages

 Portuguese (Native)

 English (Fluent)

Hobbies

 App Development

 Music Production

 Board Gaming