

Curriculum vitae

PERSONAL INFORMATION



Francisco Miguel Amaro Maciel

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Sex Male | Date of birth 23 Dec 1993 | Nationality Portuguese

WORK EXPERIENCE

Sep 2016–Present

Software Engineer

Critical Manufacturing

Software Engineer integrating the team responsible for developing and maintaining Critical Manufacturing's MES product using agile work methodologies and C# based technologies.

Jul 2015–Aug 2015

iOS Developer Trainee

Deloitte Consultores S.A., Lisbon (Portugal)

Summer Internship at Deloitte Consultants S.A. developing an iOS application for the Human Resources and Recruitment Team. The application aims to replace the current method of collecting the students information at career fairs and other events by a more technological solution through an iPad application. The project is developed under guidance of Senior Consultants as a real product experience to serve the company's needs, including planning of releases and development cycles, offering both iOS technology apprenticeship as well as project organization and management experience.

Apr 2015–Jul 2015

Graduate Student Researcher

INESC Technology and Science - Associate Laboratory, Porto (Portugal)

Research and expansion of machine learning related project in the context of bioinformatics. Usage of ensemble techniques to detect and qualify transposons in DNA sequences of *Drosophila melanogaster* flies. Development of a DNA sequence generator using real genes, transposons and repetitive elements to test the current transposon detection tools in real genomes and extract valuable information through machine learning assembly of different outputs.

Mar 2015–May 2015

Programming Assistant

Faculty of Engineering, University of Porto, Porto (Portugal)

Assistance and monitoring of students in class environment, on learning procedural programming and object based programming concepts in C/C++.

Sep 2014–Dec 2014

Graphic Applications Laboratory Assistant

Faculty of Engineering, University of Porto, Porto (Portugal)

Assistance and monitoring of students in classes on developing complex Computer Graphics Applications using OpenGL and C++

Mar 2014–Jun 2014

Computer Graphics Assistant

Faculty of Engineering, University of Porto, Porto (Portugal)

Assistance and monitoring of students on applying Computer Graphics knowledge with OpenGL using C++ during classes in a classroom environment.

EDUCATION AND TRAINING

2011–2016 **Integrated Master in Informatics and Computing Engineering**

EQF level 7

Faculty of Engineering, University of Porto
Rua Dr. Roberto Frias s/n, 4200-465 Porto (Portugal)

Average score: 17 out of 20

Main subjects

- Information systems architecture design and conception
- Software engineering
- Design and development of systems and applications
- Software projects management
- Consultancy and auditing
- Research and technological development

PERSONAL SKILLS

Mother tongue(s) Portuguese

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C2	C2	C1
Spanish	B1	B1	B1	B1	A1
French	A2	A2	A2	A2	A2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
[Common European Framework of Reference for Languages](#)

Communication skills

- Teamwork
- Ease to adapt to different work environments
- Good spoken and written communication capabilities
- Positive team spirit

Organisational / managerial skills

- Team leadership and small project management
- Self Motivation
- Responsibility
- Project planning

Job-related skills

- Software Development
- Scrum
- Object Oriented Software
- Computer Science
- Requirements Engineering
- Computer Networking
- GIT Version Control
- Computer Architecture
- Data structures
- Advanced Algorithms

- Data Analysis
 - Database conception
- Digital competence
- C/C++
 - iOS
 - Javascript
 - C#
 - Java
 - SQL
 - HTML5 / CSS 3
 - PHP
 - NodeJS
 - AngularJS
 - OpenGL
 - Android
 - Prolog
 - Unix
 - SQL
 - PostgreSQL
 - MySQL
 - Unity
 - Prolog
 - Eclipse IDE
 - Visual Studio IDE
 - IntelliJ IDE
 - Core Data
 - Objective C
 - Microsoft Silverlight

Driving licence B1, B

ADDITIONAL INFORMATION

Academic Recognition

Graduate and Undergraduate - Engineering Profession Week invitations:

- **Object Oriented Programming Laboratory** - PhaseShift (multiplayer game)
- **Artificial Intelligence** - Fanorona (board game)
- **Distributed Systems** - Payback (mobile debt management application)
- **Database and Web Applications Laboratory** - Online Store (website)

Secondary Education (**Merit Board**):

- Merit Board (2011) - Social Impact
- Merit Board (2011) - Academic Success
- Merit Board (2010) - Academic Success
- Merit Board (2009) - Academic Success

- Participant in
- Delegate in the European Youth Parliament 68th International Session in Zagreb, Croatia (2011)
 - Delegate of the winning committee in the European Youth Parliament Portuguese National Session in Évora, Portugal (2011)
 - Delegate of one of the three winning committees in European Youth Parliament Portuguese Regional Session in Porto, Portugal (2011)