

João Figueira

Computer Science and Engineering



21st December 1997



joaoperfig@gmail.com



+351 965735543



<https://joao.tf/>

Education

Master's Degree

Computer Science and Engineering
Instituto Superior Técnico, Portugal
2018-2021 **GPA:17.15/20**

Erasmus Exchange

C.S. and Intelligent Systems
AGH University, Poland
2018-2019 **GPA:5/5**

Undergraduate Course

Computer Science and Engineering
Instituto Superior Técnico, Portugal
2015-2018 **GPA:14/20**

Secondary Schooling

Science and Technology
Colégio de São Miguel, Portugal
2012-2015 **GPA:16/20**

Skills

Programming Languages: C, C++, C#
Assembly, Python, Java, Javascript,
Html. Also basic ability with: Matlab,
Prolog, Php, SQL.

Software Skills: Adobe AE, Unity,
Adobe Premiere, DragonFrame, Gimp.

Language Skills:

Portuguese: Native user
English: Fluent user
Polish: Basic user
Spanish: Basic User
French: Basic user
Japanese: Basic user

Extra-Curricular

Video and Animation

Video Game Development

Coding Competitions

Music and Piano

Language Learning

Board Games

Work Experience and Internships

- Mar'21-Curr **Junior NLP Researcher** Priberam Labs, Lisbon
Currently doing Natural Language Processing projects as part of the research and development team of Priberam Labs.
- Sep'19-Mar'21 **Computer Graphics Teaching Assistant** Instituto Superior Técnico, Lisbon
Lectured 4 weekly lab classes of Computer Graphics to third year university students. Firstly under a scholarship, and then as a hired worker.
- Feb'20-May'20 **Research Intern** National Institute of Informatics, Tokyo
Was awarded an international scholarship for an internship in Tokyo. Performed research on Deep Learning for Natural Language Processing.
- Apr'18-Feb'20 **Part-Time Video Game Developer** Not A Game Studio, Lisbon
Worked as a core developer the PC game "Agent Klutz". I participated in game and level design, programming using Unity and C#, and even art and animation.
- Apr'18-Oct'18 **Part-Time Motion Designer/Video Editor** Unicage, Lisbon
Edited various promotional videos for Unicage Portugal.
- Apr'18-Sep'18 **Part-Time Unity Programmer** VectorGoat Games, Lisbon
Programmed in Unity and C# for the PC game "Vagrant Fury".
- Jun'17-Jun'18 **Research Trainee** INESC-ID, Lisbon
Developed an Algorithm for music generation using Python. A scientific paper was being written on the topic.

Research and Projects

- Dec'18-Jan'21 **Development of Steganography Algorithms**
Master's thesis project. Wrote a thorough survey of Semantic Steganography approaches, and developed the first Semantic Pure Steganographic System. The thesis was graded with an 18/20.
- Nov'18-Jun'19 **Development of a Text Compression Algorithm**
Ongoing development of a text compression algorithm based language modeling and word prediction.
- Jul'17-Jul'18 **Android Videogame: "Blob vs. The World"**
Lead a team of four colleagues in the development of an Android Videogame. Unity and C# were the used technologies.
- Jun'17-Jun'18 **Music Generation Algorithm: "Mikezart"**
Studied music theory and constructed a probabilistic algorithm for music generation.

Achievements

- Jul'19 **Everis Machine Learning Prize**
A colleague and I won first place on a ML contest organized by Everis. We had to create our own dataset and then use it for training on a few different algorithms. Our implementation could detect and classify fruits on a real-time video stream.
- Sep'18 **Horror Game Jam**
Won first place in a Game Jam organized by the Lusófona University and Motelx. Our team, formed on-site, developed the game "The Cursed Potato".
- Nov'17 **EDP Management Challenge**
My team scored third place in a company management contest.
- Dec'15 **Motelx Portuguese Horror Shorts Award**
My stop-motion animation short "Andlit" was awarded second place at the Motelx horror cinema festival in Lisbon.
- Aug'14 **FAQtos prize**
My team won third place in the annual radiofrequencies contest held by Instituto Superior Técnico.