





# JOÃO ÁLVARO FERREIRA


## SOFTWARE DEVELOPER

[joaoalvarocsferreira@gmail.com](mailto:joaoalvarocsferreira@gmail.com) 

+351 911863631 

[joaoalvaroferreira.netlify.app](https://joaoalvaroferreira.netlify.app) 

[github.com/JoaoAlvaroFerreira](https://github.com/JoaoAlvaroFerreira) 

[linkedin.com/in/joao-alvaro-ferreira/](https://linkedin.com/in/joao-alvaro-ferreira/) 

### WORK EXPERIENCE

#### Körber Supply Chain

*Full-stack Developer*

**April 2024 – Present**

*Lisbon, Portugal*

At Korber, I'm part of the Predictive Maintenance team, developing tools to ensure the health of infrastructure in factories, warehouses and distribution centers, and guaranteeing minimal down-time.

- Developed and installed custom tools for clients such as Amazon, UPS and DHL in Europe and the USA.
- Worked on an LLM capable of interpreting user tickets, navigating technical manuals, maintenance history and past user requests and provide possible solutions for our customer support department.

**Key technologies:** Java Spring, Vue.js, Jupyter Notebook, Python

#### Miniclip

*Software Developer*

**February 2022 – March 2024**

*Lisbon, Portugal*

I was part of a team responsible for the game's content update pipeline, monetization features and internal tooling.

- My team's contributions to 8 Ball Pool raised the average daily active users to over 11 million, peaking at 14 million, and 130+ million yearly downloads.
- I had a central role in developing monetization features that contributed to a rise of 18% in the ARPDAU.
- Working in a large team with frequent content releases accustomed me to high-pressure environments.

**Key technologies:** Python, C++, Objective C, React, Flask, Lua, Jenkins, AWS, Google AppScript, Scrum

#### Deloitte Touche Tohmatsu Limited

*Tech Analyst*

**September 2021 – December 2021**

*Porto, Portugal*

As a front-end developer, I worked in React for an Adobe Experience Manager project.

**Key technologies:** React, Javascript, Typescript, Bootstrap, Adobe Experience Manager, Flutter, Dart

#### Deloitte Touche Tohmatsu Limited

*Mobile Development Internship*

**July 2019 – August 2019**

*Porto, Portugal*

### EDUCATION

#### Faculdade de Engenharia da Universidade do Porto

*Integrated Masters in Informatics and Computer Engineering*

**September 2016 - September 2021**

*Porto, Portugal*

**Thesis:** Injustice and Balance in Pervasive Games

My master's thesis entailed the development of a data analysis platform that detects imbalances for pervasive games, using machine learning to propose solutions..

**Key technologies:** Python, Tensorflow, Tkinter, Machine Learning

## OTHER PROJECTS

---

### Overtime

February 2020 – June 2020

OverTime is a 3D first-person puzzle game I developed with a group of friends. It was a relatively large-scale project for what was our first video game release. Having taken a central role in this project, in creative, managerial, and technical aspects, it is a work that I am very proud of. It is available on my games portfolio, on my website.

**Key technologies:** C#, Unity, Blender

### Exploring Multi-Output Regression and Reinforcement Learning for Game Adaptivity

December 2020 – January 2021

Research made into the subject of adaptive games, using reinforcement learning and supervised learning methods such as multi-output regression and individual regression. A prototype of the video game Breakout, along with simulated personalities, were the basis for data collection. The research developed produced promising results for the supervised learning methods, multi-output regression in particular, which has shown to be a viable method for implementations of game adaptivity.

This project resulted in a scientific paper, available on my personal website.

**Key technologies:** C#, Python, Unity, Data Mining, Multi-output Regression, Reinforcement Learning

### TweetDelete

August 2019 – October 2022

A project to help manage Twitter accounts by leveraging API calls in a high volume. This is now inactive due to the API usage restrictions after Twitter was changed to X. It is available on my GitHub page.

**Key technologies:** Python

## CERTIFICATIONS

---

- Cambridge English Proficiency Certificate: C2 level of English
- Oxford Pocket May 2015 Competition winner - Oxford University Press
- AWS Certified Cloud Practitioner
- Driver's License (B1)

## OTHER SKILLS

---

- Very comfortable at public speaking, both in presentations and in leading group discussions.
- Proficient in the Scrum agile methodology, which I've been working under since 2022.
- Experience with image and video editing software.
- Skills in customization of computer hardware and computer building to fit specific parameters, such as with personal computers, gaming consoles, and Raspberry Pi.
- Experience writing scientific documents and reports.

## HOBBIES & INTERESTS

---

- Music - I have 9 years of classical guitar training and 5 years of formal classical and jazz singing training.
- Sports - I'm very physically active, running long distances and going to the gym regularly.
- Chess - I'm part of a chess club, give lessons and play in Portugal's National 2nd Division.