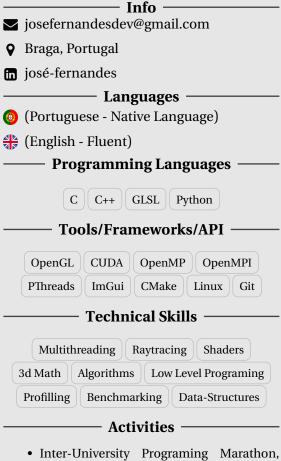
# José Fernandes

Software Engineer



- Inter-University Programing Marathon, 2017
- Heartbits Hackathon, 2017
- Hacktivate Hackathon, 2018
- MAD Game Jam ESMAD, IPP, 2020

#### Other Interests -

- Bouldering
- Hardware
- Swimming
- Reading

#### Portfolio -

Check out my portfolio at felfit.github.io or with the QR code.



## **( WORK EXPERIENCE**

#### Aug 2022 -Today

### C++ Engineer

ExeedMe

**♀** Remote

Assisted in research and development on Blockchain technology.

 $Implemented \ C++\ libraries\ and\ optimized\ new\ cryptographic\ algorithms$ 

**Technology/Tools:** (C++), (CMake), (Perf), (Boost)

## **EDUCATION**

#### 2016-2022

## Integrated Masters in Informatics Engineering

**♥** Braga, Portugal

### **Minho University**

Computer Informatics, Software Engineering Specialization: Parallel and Distributed Computing and Computer Graphics

**Computer Graphics:** Shaders, Computer Vision, Ray-traced Global Illumination

**Parallel and Distributed Computing:** GPU and CPU Architectures, benchmarking, profiling, multithreading, instruction level parallelism, working on a distributed cluster environment **Bachelors:** Algorithms and Complexity, Algebra, Calculus, Databases, Distributed Systems, Object-Oriented, Imperative and Functional Programming

Grade Average: 17/20 Dissertation Grade: 18/20

# **☐** HIGHLIGHTED UNIVERSITY PROJECTS

## Masters

#### **Thesis**

#### **Real Time Rendering of Particle Based Fluids**

This project saw the implementation of 2 techniques for rendering fluids:

- a screen-space implementation for fast performance with good visual fidelity
- a voxel-based implementation with raytraced reflections, refractions and real-time caustics

**Technologies:** (C++), (GLSL), (OpenGL), (Python), (ImGui)

## Industry Collaboration

#### **Accenture - Fleet Management Software**

Agile project for supervised by Accenture in a 12 man team for university during my masters with the intent to prepare us to the business world.

Worked on a Python simulator which would create big amounts of realistic data for testing the application which interfaced with GCP through Pub/Sub.

Project finished with good feedback from project owner and professors.

**Technologies/Tools:** Python , GCP , Google Firestore