



João Augusto Lima

SOFTWARE ENGINEER

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PROFILE

Software engineer that likes to solve complex problems and optimise solutions to provide a rich experience to users

WORK EXPERIENCE

SOFTWARE DEVELOPER

Chaos

Oct 2022 - Present

Responsible for implementing and structuring new features in Enscape

Using: C#

XR UNITY DEVELOPER

Glartek

Jan 2022 - Oct 2022

Responsible for the structuring, development and management of a Mixed Reality application using Unity for HoloLens

Using: C#, Unity, .NET 4

BACKEND DEVELOPER

Deloitte Digital

Sep 2021 - Jan 2022

Build, maintain and test enterprise codebases and products. Responsible for helping and implementing new features to thousands of users

Using: C#, .NET

SUMMER INTERNSHIP

INESC TEC

Jul 2019 - Aug 2019

Creation of a Multimedia Platform for AI Visual Attention Analysis

Using: Python, JavaScript

EDUCATION HISTORY

Masters in Computer Engineering

Sep 2016 - Aug 2021

Faculdade de Engenharia da Universidade do Porto

During the course gained experience in software development and computer vision using a variety of programming languages

PROJECTS

Red Runner Adaptivity Version

Master's thesis project: An adaptive version of Red Runner, where the game is automatically modified by a Machine Learning Agent using Reinforcement Learning to improve the user's experience.

Using: Unity, C#, Python, Pytorch

Link: [Itch.io](https://it.ch.io), [Github](https://github.com)

CERTIFICATIONS

Microsoft Certified: Azure Fundamentals - Microsoft