






# FRANCISCO PEREIRA

Software Developer

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-  My Portfolio in [ffarps.github.io](https://ffarps.github.io)
-  My linkedin

## OVERVIEW

Francisco Pereira, 22, from Mirandela, graduated in Informatics Engineering from the Polytechnic Institute of Bragança. I received two research fellowships from CeDRI during my studies.

Currently, I'm working as a software developer in an AI setting. Proactive and dedicated, I'm eager to achieve great things.

Portfolio: <https://ffarps.github.io/>

## EXPERIENCE

- Fev 2024-Present** **Software Developer at GoTVee** **GoTVee**  
Developing AI virtual assistant, designed to interact with various documents and web pages, such as PDFs, CSVs, XMLs and Confluence. The assistant uses NLP and machine learning to answer questions about documents, increasing productivity and facilitating access to information. I also optimised the code base with a cross-functional team.
- Jul 2023-Sep 2023** **Research Fellowship at CeDRI** **CeDRI, Instituto Politécnico de Bragança**  
Contributed to an OpenZDM project related to developing a C# and OpenGL-based tool in Unity 3D, that aims to reduce defects in production chains in a car factory in the assembly and *body shop* zones.
- Jul 2022-Jan 2023** **Research Fellowship at CeDRI** **CeDRI, Instituto Politécnico de Bragança**  
Worked on developing Augmented Reality (AR) and Virtual Reality (VR) apps in Unity, using different frameworks and tools, such as MRTK, ARCore, Vuforia SDK and ARFoundation.

## EDUCATION

- Oct 2019-Jul 2023** **Degree in Informatics Engineering** **Instituto Politécnico de Bragança**  
Scientific Areas: Computer Science, Computer Engineering, Mathematics, Information Systems.  
Worked on many projects related to Web Development, Computer Architecture, Networking, 3D Modeling, Machine Learning, Data Structures, SQL and IoT.
- 2016-2019** **High School Diploma** **Agrupamento de Escolas de Mirandela**  
Science and technology

## LANGUAGES

**Portuguese** - native  
**English** - proficient  
**German** - rudimentary

## HARD SKILLS

**Programming:** C#, Python, Java, JavaScript, TypeScript, etc  
**Source Control:** Git, GitHub, GitLab, BitBucket  
Linux and Bash  
Unity 3D  
**Databases:** SQL and NoSQL

## SOFT SKILLS

Self-taught  
Attention to detail  
Technical Writing  
Teamwork

## PUBLICATIONS

**An Augmented Reality Intelligent Guide for the Automotive Industry** University of Twente, Enschede, The Netherlands · Jul 11, 2024

**Show publication**

Conference paper on Learning Factories of the Future (CFL 2024)