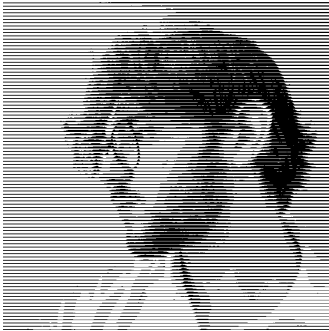







FRANCISCO PEREIRA

Software Developer

Driving Innovation with AI & Machine Learning



-  Portugal
-  +351 926 843 295
-  franciscoandre.farp@gmail.com
-  My Portfolio
-  My LinkedIn

OVERVIEW

An informatics engineering graduate with experience in software development and research, awarded two research fellowships.

Currently working as a Software Developer, focusing on creating innovative and scalable solutions with AI-driven projects. Proactive, goal-oriented, and passionate about driving impactful results.

EXPERIENCE

- Fev 2024-Present **Software Developer at GoTVee** GoTVee
At GoTVee, I play a key role in deploying advanced AI-powered virtual assistant solutions by integrating state-of-the-art machine learning algorithms with natural language processing techniques to create systems that accurately interpret and respond to user queries.
I collaborate with cross-functional teams to architect scalable, high-performance systems that ensure efficient data retrieval while maintaining strict compliance standards. My work consistently enhances system performance and user experience, underpinning our commitment to innovative technology and excellence.
- Jul 2023-Sep 2023 **Research Fellowship at CeDRI** CeDRI, Instituto Politécnico de Bragança
- Contributed to the development of a C# and OpenGL tool in Unity 3D to enhance quality assurance in automotive assembly and body shop processes in a OpenZDM project to improve defect detection mechanisms.
- Jul 2022-Jan 2023 **Research Fellowship at CeDRI** CeDRI, Instituto Politécnico de Bragança
- Developed mixed reality (AR and VR) applications using Unity 3D, Frameworks and Libraries.

EDUCATION

- Oct 2019-Jul 2023 **Degree in Informatics Engineering** Instituto Politécnico de Bragança
- Scientific Areas: Computer Science, Computer Engineering, Mathematics, Information Systems.
- Honors: Awarded two research fellowships

LANGUAGES

Portuguese - Native
English - Proficient

HARD SKILLS

Machine Learning: Experience developing virtual assistants with API-driven and CUDA-accelerated LLM solutions using Python Libraries.
Programming: Python, C#, Java, JavaScript, others
Data and Analytics: SQL, NoSQL, Vector Databases
Source Control: Git(GitHub, GitLab, BitBucket)
Platforms and Tools: Linux, Bash, Docker, CI/CD pipelines, NGINX, Unity 3D

SOFT SKILLS

Self-taught
Attention to detail
Technical Writing
Teamwork

PUBLICATIONS

An Augmented Reality Intelligent Guide for the Automotive Industry

Published in Learning Factories of the Future (CFL 2024) | University of Twente, Enschede, The Netherlands (Jul 2024)

- Developed a mixed reality HoloLens app using AI and computer vision to identify and display vehicle inspection zones on a production line.
- Integrated gesture-based interaction and a RESTful API for real-time database updates, enhancing efficiency and safety in smart manufacturing.

Publication Link