

# Hugo Ferreira

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[Website](#)

## INTRODUCTION:

Hi! I'm a Portuguese developer currently looking for my next challenge. I've worked on projects of varied complexities, with various programming languages, from Web Development to Game Engine programming, from User Interface coding, to Embedded development to database optimization.

I've been in outsourcing projects where clients require rapid solutions to projects that are already having problems, I've dealt directly with clients and their requests for features or bug descriptions, and I've been responsible for a team of programmers using Agile/ Scrum. I've had the experiences of not only working alone, but also being in a large team, the responsibility of being self-managed and of managing others.

My knowledge has been acquired through a lot of hard work, and I'm always ready to share it, be it informally or by giving in-house training. I've been told I work well under pressure and people around me appreciate my soft skills. Whatever I don't know I make sure to be the one that learns it and allows that knowledge to advance the team. I'm curious, self-driven, and self-taught, and that requires patience and persistence.

My latest work was in Game Development, and I've taken this last year to learn about Google Cloud, Google App Engine and Compute Engine, Docker and Kubernetes. I used some Covid down time to learn subjects like neural net math, CUDA, OpenCL, and C++ instruction set optimization. My objective is simply to join a team where my past knowledge can be of value, and where I'll be able to keep growing and find new knowledge.

Thank you for considering me for a position and please do visit [my site](#) for more information about my career and projects.

## SKILLS & PROJECTS:

The languages I work with daily include C++, Javascript, PHP and Lua. I code under Visual Studio and have experience with XCode. I've worked with code management solutions like SVN and GIT, and project management solutions from a simple Kanban Wall to Scrum and Agile.

The projects I was involved with in Game Development ranged from implementing Analytics code, creating a Localization pipeline, rendering code, code optimization, network code, bug tracking and squashing, precise benchmarking, scripting, automation of tasks, preprocessing of data (for game levels for example), user interface implementation, amongst other subjects.

Recent projects in WebDevelopment involved creating nodeJS bots for website backend automation, real time site interaction using websockets, network protocol development, learning the latest CSS improvements.

On the Soft Skills side, I consider myself a giving person, and I'm a constant advocate for communication and team work. I like to share whatever I'm lucky to learn, and when there is time and availability, I've coached people and given small lectures, these include "Quadrees", "A-star pathfinding", "CUDA and OpenML coding paradigm", "Hashing, Crypto functions, Login design and Two Factor Authentication", "Using Memcache", amongst others.