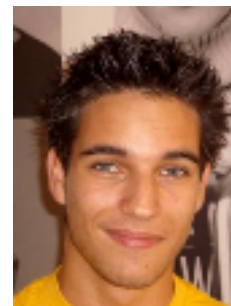


Europass Curriculum Vitae

Personal information

First name(s) / Surname(s) **Raoul Gabriel Martins Felix**
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 rf@rfelix.com
 Nationality South African, Portuguese
 Date of birth 25 January 1988
 Gender Male



Occupational field **Software Engineer**

Work experience

Dates	2008 → 2009
Occupation or position held	Research & Development Engineer
Main activities and responsibilities	Development of new desktop and web applications and maintenance of existing applications
Name and address of employer	NWC NetWork Concept, Lda Estrada de São Marcos, Elospark II, Piso 2, Comércio 3, 2735-316 Agualva, Cacém Lisbon (Portugal)
Dates	2008
Occupation or position held	Web Developer
Main activities and responsibilities	Developed and designed a website with the PHP framework CakePHP and MySQL
Name and address of employer	NWC NetWork Concept, Lda Estrada de São Marcos, Elospark II, Piso 2, Comércio 3, 2735-316 Agualva, Cacém Lisbon (Portugal)

Education and training

Dates	2008 → 2010 (Expected)
Title of qualification awarded	Masters in Computer and IT Engineering
Major	Distributed Systems
Minor	Software Engineering
Dissertation Title	Efficient and Scalable Discovery of Resources, Services, and Applications in P2P Grids
Principal subjects / occupational skills covered	<i>In Major:</i> Parallel and Distributed Computation, IT and Network Security, Virtual Machines, Platform for Applications Distributed via the Internet, Mobile Computing <i>In Minor:</i> Software Architecture, Advanced Programming, Software Quality <i>Additional:</i> Programming Language Pragmatics, Design and Development of Games, Game and Simulation Technology
Name and type of organisation providing education and training	Instituto Superior Técnico (Technical University of Lisbon), Lisbon (Portugal)
Dates	2005 - 2008
Title of qualification awarded	Degree in Computer and IT Engineering

Principal subjects / occupational skills covered	<p>Computer Graphics - 20/20 Compilers - 19/20 Programming Fundamentals - 17/20 Algorithms and Data Structures - 17/20 Object-Oriented Programming - 17/20 Computer Networks - 17/20 Human Computer Interactions - 17/20 Modelling of Information Systems - 17/20 Computer Architectures - 16/20 Operating Systems - 16/20 Databases - 16/20 Distributed Systems - 15/20 Artificial Intelligence - 14/20 Analysis and Synthesis of Algorithms - 14/20 Software Engineering - 14/20</p>
Name and type of organisation providing education and training	Instituto Superior Técnico (Technical University of Lisbon), Lisbon (Portugal)
Classification	15/20
Dates	2002 - 2005
Title of qualification awarded	Computer and IT Technician (Professional Qualification - Level 3)
Principal subjects / occupational skills covered	<p>Programming Language Techniques - 20/20 IT Applications - 19/20 Data Structure, Organization and Treatment - 18/20</p>
Name and type of organisation providing education and training	Escola Secundária Fernando Lopes Graça
Classification	17/20
Dates	2002 - 2005
Title of qualification awarded	Secondary School
Name and type of organisation providing education and training	Escola Secundária Fernando Lopes Graça
Classification	17/20
Personal skills and competences	
Mother tongue(s)	English and Portuguese
Technical skills and competences	<p>Academic Projects:</p> <ul style="list-style-type: none"> • Implemented a distributed virtual store for the subjects: Distributed Systems and Software Engineering using various tools, frameworks and the Java language; • Implemented a Short Message Service (SMS) system using Datagram sockets for Computer Networks using the C language • Implemented rational agents to solve problems like searching, games and inference for the subject Artificial Intelligence, using Common LISP • Implemented a prototype GPS-like system that could be used in a car by the driver and passengers for the subject Human Computer Interaction using Flash and ActionScript • Implemented a compiler for a miniC language for the subject Compilers using Yacc/Lex in C • Implemented a spreadsheet system for the subject Object-Oriented Programming using the Java language and various Design Patterns • Implemented a clone of the classic Asteroids game for the subject Computer Graphics using the C++ language and the OpenGL library • Implemented an APL like language on top of the Scheme programming language for the subject Programming Fundamentals • Implemented a Bayesian anti-spam filter for the subject Algorithms and Data Structures using

	<p>the C language</p> <ul style="list-style-type: none"> • Implemented a user thread library; a virtual disk that acted as a server; and a file system that used that virtual disk for the subject Operating Systems using the C language • Implemented an automated train driver that controlled 2 trains independently for the subject Computer Architectures using the Assembly language for PEPE processor • Implemented a controller for a water reservoir for the subject Digital Systems using integrated circuits
Computer skills and competences	<p>Programming Languages:</p> <ul style="list-style-type: none"> • Advanced knowledge: C, C++, Ruby, Java, PHP, SQL, Delphi • Medium knowledge: Common Lisp, Javascript • Basic Knowledge: Asselmbly, Visual Basic, Matlab <p>Others: HTML, UML, XML, SysML, CSS</p> <p>Operating Systems: Mac OS X, Windows, Linux</p> <p>Frameworks: CakePHP, Ruby on Rails</p> <p>Other competences: Computer networks, system modelling.</p>
Other skills and competences	<p>Kung-Fu Martial Arts Instructor (3 years) Krav Maga Student</p>
Driving licence(s)	B