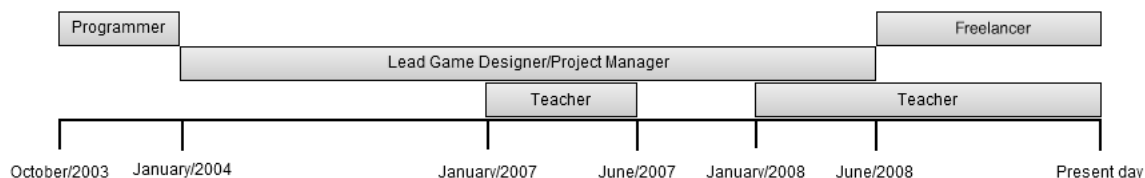


## Personal information

**Date of Birth:** 1981/03/08

**Location:** Coimbra, Portugal

## Professional experience



### January/2008 - present day

**Position:** Teacher

**School:** Escola EB Rainha Santa Isabel

**Areas:** Hardware Maintenance, Computer Networks, Computer Basics, Communication and Information Technologies, Web Design, Office Applications

### June/2008 - present day

**Position:** Freelancer

**Areas:** Mobile development (Android and J2ME), software development instructor/trainer

### January/2007 - June/2007

**Position:** Teacher

**School:** Escola EB Rainha Santa Isabel/Escola Secundária com 3º Ciclo D. Dinis

**Areas:** Computer Networks, Database Management, Communication and Information Technologies

### January/2004 - June/2008

**Position:** Lead Game Designer/Project Manager

**Company:** CSP Mobile/Maxartists

**Responsibilities:** project management, design team management, coordinating with the marketing team, creating new application concepts, game design

**Main Areas:** mobile applications, web-based applications

### October/2003 - December/2003:

**Position:** Programmer

**Company:** CSP Mobile

**Responsibilities:** porting and core development

**Main Areas:** mobile applications

## Education

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Degree in **Computer Engineering** by Universidade de Coimbra (September/2000 to July/2005)

## Instructor/Trainer

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**Trainer Certification** (CAP) number EDF 512283/2009 DC

**Training Experience:** 450h

**Primary Training Areas:** Java, Android, mobile development

## Languages

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Native knowledge of **Portuguese**

Fluent in **English**

Reasonable in **Spanish**

## Areas of Interest

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Project Management

Game Development

Mobile Development

Java

Android

iOS

Web Design

Visual Design

Teaching

## Press and Articles

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Magazine collaboration:

**Foneplay** (April/2008 to December/2010)

**Hype** - section "Telemóveis" (August/2007 to July/2008)

**Skoar!** - section "P.O.V." (August/2003 to July/2008)

**Megascor** - sections "Wireless" (March/2003 to November/2005) and "Telemóveis" (December/2005 to May/2007)

Pedro Amaro, "*The clash of mobile platforms: J2ME, ExEn, Mophun and WGE*" – published by Gamedev.net (website), Developer 2.0 (magazine) and Midlet Review (website), April/2003

Pedro Amaro, "*Mobile Benchmarking: Methods and Importance*" – published by Midlet Review (website), June/2003