

# Christian Marques



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## Curriculum Vitæ 2018

### Personal Statement

My life (both personally and professionally) is motivated chiefly by an insatiable curiosity and desire for knowledge. I strive for my aspirations with dedication and zeal, never dismissing their moral and ethical implications. I believe in cooperation and open knowledge, and appreciate the efforts of humanity towards a respectful and innocuous evolution.

### Work Experience

#### 01/03/2018 – Present

**Full-Stack Javascript Developer, [Baetes](#) – Stockholm – Sweden:** Currently working remotely as a full-stack Javascript developer for Baetes, a company who is turning e-commerce into v-commerce, by developing a platform that allows for 3D visualizations of fashion products and showrooms. My competences are transversal, as I work on all the components being developed, from back-end, to front-end and 3D development using WebGL technologies. (MEAN stack / three.js)

#### 01/11/2015 – 31/12/2017

**Chief Technology Officer / Lead Developer, [PUSH VFX](#) – Lisbon – Portugal:** Assumed the role of CTO at PUSHVFX, a video post-production company who started an interactive branch exploring the limits of 3D on the web and in virtual reality. I was responsible for technology related decisions, but also worked as full-stack lead developer, having built many interesting web and virtual reality projects. (MEAN stack / three.js / Unity3D)

#### 01/02/2015 – 31/10/2015

**Sabbatical / Extended Leave:** For this extended leave period, I took the time to travel from Europe to Nepal by land, during the span of 8 months. During this period, I produced a poetry/design book, '[Um Poema Errante / A Wandering Poem](#)', published

in June 2017 by Letras&Conceitos and now available in multiple bookshops worldwide.

#### 01/02/2012 – 31/01/2015

**Software Engineer, [Amadeus](#) – Sophia-Antipolis – France :** Worked on *Amadeus Payment Server*, a highly available transactional back-end dedicated to payment services. I was stream leader of the implementation of the Korean Airlines Loyalty System interface with Amadeus. (C++ / Oracle DB / XML Schemas / UNIX / Python)

#### 15/09/2010- 31/12/2011

**Researcher, Faculty of Sciences of the University of Lisbon - Lisbon – Portugal :** Worked in project [NAADIR](#) - A New Approach on Architectural Drawings Integrating Computer Descriptions. Developed a prototype tool for 3D visualization of architectural drawings, implementing a 3D mapping algorithm which allowed the exploration of a new type of perspective in 3D visualization (blending linear and curvilinear perspectives in a dynamic and interactive way). Project in (C++ / QT Framework)

#### 01/02/2011-30/04/2011

**Lead Programmer/Music, Castaway Team – Lisbon – Portugal :** Worked with the independent team 'Castaway Team' in the development of [Panic Plane](#), a casual video-game for the iOS systems. Main technologies used were Objective-C and Apple's XCode. The game is no longer available in the AppStore, after one year of market availability.

## Education

**01/09/2007-30/09/2011** – Faculdade de Ciências da Uni. de Lisboa / Uni. Politécnica de Catalunya

**M.Sc. in Computer Science**, specialization in **Information Systems** - Faculty of Sciences of the University of Lisbon. Subjects included *Database Technologies, Mobile Computing, Animation & Virtual Environments, Web Applications, Project Management, Machine Learning, Multimedia and Artificial Life*.

**01/09/2009-30/06/2010**, I attended the Polytechnical University of Catalunya as part of the **Erasmus** programme. Subjects included *Simulation, Interactive Graphics, Multi-Agent Systems and Advanced Visualization*. My master thesis consisted in the implementation of 'EPS Visualizer', an implementation of the Extended Perspective System in the context of project **NAADIR** – creation a prototype of an interactive 3D visualizer.

**01/09/2003-30/09/2007** – Faculdade de Ciências da Universidade de Lisboa

**B.Sc. in Computer Science** - Faculty of Sciences of the University of Lisbon. Main topics included *Computational Systems, Distributed Systems, Software Security, Artificial Intelligence, Knowledge Engineering, Software Engineering, Interface Design, Theory of Computation, Mathematics and Physics*.

## Academic Publications

*José Vitor Correia, Luís Romão, Susana Rosado Ganhão, Manuel Couceiro da Costa, Ana Santos Guerreiro, Diogo Pereira Henriques, Sara Garcia, Carlos Albuquerque, Maria Beatriz Carmo, Ana Paula Cláudio, Teresa Chambel, Robin Burgess, Christian Marques, "A New Extended Perspective System for Architectural Drawings". In Proc. of 15th **CAAD Futures'2013**, Tongji University, Shanghai, China, July 3-5, 2013.*

*Robin Burgess, Ana Paula Cláudio, Teresa Chambel, Maria Beatriz Carmo, Carlos Albuquerque, Christian Marques, José Vitor Correia, Luís Romão, Susana Rosado Ganhão, Manuel Couceiro da Costa, Ana Santos Guerreiro, Sara Garcia, Diogo Pereira Henriques, "Visualizador Interactivo de Desenhos Arquitectónicos em Sistema de Perspectiva Expandido". In proceedings of: **Interação 2013**, At Vila Real, Portugal. Oct 2013.*

## Independent Coursework

**Live Media and FLOSS Workshop** – Marco Donnaruma – NetAudioLX Festival, Lisbon - 01/2012

**Advanced C++ Concepts** – Evolution MM School – Saint Laurent Du Var, France - 06/2012

**Oracle Database 11g: SQL Tuning Workshop Release 2** – Setra Conseil - Valbonne, France - 06/2013

**Advanced Python Programming** – LogiLab – Paris, France – 03/2014

**Complete Unity Developer Course** – Udemy, Ben Tristem & Sam Pattuzzi – 12/2016

**Ethical Hacking Course** – Udemy, Ermin Kreponic – 11/2017

**Java – Level 1 Qualification** – Cambridge Certification Authority, Rob Percival – 11 -2017

**Ethereum Developer Masterclass** – Udemy, Thomas Wiesner – 03/2018

## Languages

Mother tongue: **Portuguese**

Other languages, according to the **Common European Framework of Reference (CEF) level**:

	Understanding				Speaking				Writing	
	Listening		Reading		Interaction		Production			
<b>English</b>	C2	Proficient	C2	Proficient	C2	Proficient	C2	Proficient	C2	Proficient
<b>Spanish</b>	B2	Independent	B2	Independent	B2	Independent	B2	Independent	B2	Independent
<b>French</b>	B2	Independent	B2	Independent	B2	Independent	B2	Independent	B2	Independent
<b>Italian</b>	B1	Independent	B1	Independent	B1	Independent	B1	Independent	B1	Independent

## Skills

### Social & Organizational:

I have a good deal of experience working together with other people and I am keen on working with multidisciplinary/multicultural teams. Strong creativity, as it arises from various artistic projects, not only in the field of computer science but also in my own personal creative projects. I have a good capacity of integration and adaptation to different situations. I have good group organization and task-management skills acquired along my academic and professional experiences. I prefer working with agile methodologies.

### Technical:

Solid experience in software engineering - design and development. Technical skills and experience include:

- Object Oriented Programming
  - Java, C++, C#, Objective-C
- Functional & Logic Programming
  - Haskell, Prolog
- Script-based Programming
  - Python, JavaScript
- Web Development
  - HTML, CSS, Javascript (Full-Stack), REST
- Database Technologies
  - SQL, Oracle PL/SQL, MongoDB
- Computer Graphics
  - OpenGL, WebGL, GLSL

## Interests

I am very interested in non-touristic radical travel. I'm a proud [Couchsurfer](#) and [TrustRoots](#) member, backpacker and hitchhiker, having trodden a piece of the old silk-road and having completed the land route between Greece and Nepal.

My personal interests range from music - in which I have some personal projects - to literature and cinema. I have a fairly good knowledge in some musical instruments do some musical composition and songwriting as a hobby. I am recently interested in sound art, and have been attending Live Media workshops and playing with Pure Data/Arduino to create small multimedia installations/experiments.

I have composed the soundtrack of the video-game [Panic Plane](#) and produced/arranged a song for the soundtrack of the short animation movie "[Joe](#)", a Vancouver Film School final project.

My scientific interests are mainly in the areas of information technologies, human-computer interaction, the web, artificial intelligence (multi-agent systems, machine learning and artificial life), computer graphics and video-game design. I have recently become very fascinated with block-chain technology, to which I have been dedicating a lot of time, studying its intricacies and how crypto-currency might be changing the world very soon.

## Volunteering

I have volunteered in Kathmandu, Nepal, in the aftermath of the 2015 April earthquake, helping with disaster relief, at the NGO [VolNepal](#).

I am currently a volunteer for [Cultura no Muro](#), a Portuguese NGO that works with cultural and social awareness.