

Miguel Jordão

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Computer Science and Engineering student at Instituto Superior Técnico with a technical foundation in C, Python and RISC-V assembly, and hands-on ownership across software, community, client-facing and investment research projects. Founded and operated Lusitania Network, a 12-game-mode Minecraft server/community reaching 75+ documented concurrent players. Currently analyzing companies and markets at Técnico Investment Club and interested in technical product roles combining software, users, finance and execution.

Education

Instituto Superior Técnico - BSc in Computer Science and Engineering

Lisbon, Portugal | Sep 2025 - Expected Jul 2028

Relevant coursework: Programming, Algorithms and Data Structures, Computer Architecture, Discrete Mathematics, Logic for Programming, Calculus, Linear Algebra, Physics, Management

Experience

Macro & Market+ Fund Analyst | Técnico Investment Club

Lisbon, Portugal | Oct 2025 - Present

- Monitor macro and market developments, explaining significant moves and drivers to the team and linking market context to portfolio discussions.
- Analyze companies for Market+, a simulated fund, focusing on business models, key metrics, peer comparisons and investment theses.
- Prepare stock pitches with teammates, translating research into structured recommendations for portfolio discussion.
- Built a Google Sheets-based market monitoring workflow to track market data and support recurring macro/market updates.

Freelance Video Editor | Fiverr

Remote | Mar 2024 - Feb 2025; Mar 2026 - Present

- Edit long-form and short-form videos for international clients across YouTube, Instagram Reels, TikTok and personal brands.
- Run client briefing calls before starting work to clarify goals, style references, scope and deliverables.
- Use DaVinci Resolve Studio for storytelling, pacing, subtitles, sound, color correction and final delivery.
- Manage revisions, deadlines and client communication in a freelance environment, maintaining a 5-star rating.

Lusitania Network | Minecraft Server Founder

Portugal | Jul 2022 - Oct 2023

- Founded, funded and led Lusitania Network, a Portuguese Minecraft server/community with 12 game modes and 75+ documented concurrent players.
- Built the physical server infrastructure, installed Ubuntu and Pterodactyl Panel, and managed live operations, plugins, reliability and server resources.
- Prioritized game modes, events and community requests based on player demand, technical complexity, server capacity and operational trade-offs.
- Managed Discord/community operations, selected moderators, organized events and built a gaming/Minecraft content presence across Twitch, TikTok and YouTube, reaching 12,000+ followers and 850,000+ total views.
- Monetized the server through in-game ranks and perks while balancing revenue, fairness, user experience and avoiding pay-to-win mechanics.

Technical Projects

Mini-Transformer in RISC-V Assembly | University Project

Instituto Superior Técnico | Year 1, Semester 2

- Collaborated on a group project to build a RISC-V assembly mini-transformer that predicts the next token from vocabulary, embeddings and Q/K/V matrices.
- Implemented token indexing, embedding lookup, matrix operations and attention scoring, with the project achieving the maximum grade.

Invoice System in C | University Project

Instituto Superior Técnico | Year 1, Semester 2

- Developed a terminal-based C invoice and inventory system for product creation, cart management, stock tracking, VAT calculation and client invoices.
- Used hash tables for EAN product lookup and a binary search tree to organize clients and invoices.
- Implemented command parsing, input validation, dynamic memory management and Doxygen documentation, with the system passing all automated functional tests.

Scrabble Game in Python | University Project

Instituto Superior Técnico | Year 1, Semester 1

- Built a terminal-based Scrabble-style word game in Python as a first-semester Computer Science project.
- Implemented a 15x15 board, scoring, word-placement validation, 2-4 local players and vocabulary-based bot opponents.

Skills

Programming: C, Python, Prolog, RISC-V assembly

Systems & Tools: Ubuntu, Pterodactyl Panel, Git, VS Code, Linux/WSL, Microsoft Excel, Google Sheets

Product / Operations: User feedback, prioritization, client communication, community operations

Finance: Company analysis, macro monitoring, market research, stock pitches

Video: DaVinci Resolve Studio, long-form editing, short-form editing, subtitles, sound editing, color correction

Languages

Portuguese - Native | English - Fluent

Interests

Football, guitar, investing and technology