



Ricardo Miguel da Silva Piedade

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WORK EXPERIENCE

01/10/2022 – 16/01/2023 Lisbon, Portugal
MENTOR - UL UNIVERSIDADE LUSÓFONA

I mentored students with more difficulties and helped them to overcome them through study sessions, mostly subjects related to Mathematics and Programming.

EDUCATION AND TRAINING

09/2019 – 07/2022 Benfica
HIGH SCHOOL Escola Secundária José Gomes Ferreira

Address Benfica

09/2022 – CURRENT
BACHELOR IN COMPUTER SCIENCE ENGINEER Universidade Lusófona

Website <https://www.ulusofona.pt/>

LANGUAGE SKILLS

Mother tongue(s): **PORTUGUESE**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	B2	C1	C1
SPANISH	B1	B1	A2	A2	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Microsoft Office | Gmail | Zoom | HTML | CSS | JS | Java | C | Kotlin | Python | MySQL | GitHub | Git | Social Media

ADDITIONAL INFORMATION

HONOURS AND AWARDS

10/03/2023
Programming Contest - Cody 23 - UL – Universidade Lusófona de Humanidades e Tecnologias I, together with my group, won the Programming Contest for the academic year 2022/2023, at ULHT.

PROJECTS

2023

Rock In Deisi I created a Java program as a Final Project for the Algorithms and Data Structures course.

It is a program capable of receiving and responding to requests for information about a database of songs/artists.

2022

Tents And Trees I created a game, better known as 'Tents And Trees', in Kotlin as Final Project for the Fundamentals of Programming course.

The game is based on a map with coordinates that have trees spread across it and the objective is to put a tent close to each tree without the tents being adjacent to each other.