Bruno Sousa

Computer Engineer Student

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Education

Faculdade de Engenharia da Universidade do Porto   *Porto, Portugal*

Msc in Informatics and Computing Engineering   *Sep. 2016 - Present*

Current Grade: 16.67/20

Skills

Programming	C++, C, Java, Python, x86 Assembly, Scheme, Prolog, Dafny
Back-end	Node.js, PHP, REST API, Express, Laravel
Database	SQL, PostgreSQL, SQLite
Front-end	JavaScript, HTML5, CSS, WebGL, React, Redux, SASS
Languages	Portuguese, English

Experience

Faculdade de Engenharia da Universidade do Porto   *Porto, Portugal*

Teacher Assistant - Computer Lab   *Oct. 2019 - Dec. 2019*

- Computer Lab is a curricular unit in the 2nd year of the Master in Informatics and Computing Engineering, where the students have the opportunity to learn how to use the hardware interface of some computer peripherals and develop low level software (C and x86 Assembly) to interact with such interface.
- Helped the professor in the practical classes, by clarifying students doubts, helping them with course topics as well as software development in general. Assisted the students in building a project which included libraries built by them to interface with the following devices: Clock, Keyboard, Mouse, Video Card, Real Time Clock and Serial Port.

Faculdade de Engenharia da Universidade do Porto   *Porto, Portugal*

Teacher Assistant - Compilers   *Mar. 2020 - Jun. 2020*

- Compilers is a curricular unit in the 3rd year of the Master in Informatics and Computing Engineering, where the students have the opportunity to learn about the the different stages of a compiler and build a compiler for a subset of the Java programming language in Java.
- Helped the professor in the practical classes, by clarifying students doubts, helping them with course topics as well as software development in general. Assisted the students in building a project which included the different compiling phases: Lexical Analysis, Syntax Analysis, Semantic Analysis, Intermediate Code Representation, Code Generation and Code Optimization.
- Collaborated with the professors and other teaching assistants to create a framework to automatically test the student's compilers features. Created some of the final tests.
- Supported the professors in moving from physical to remote classes due to Covid-19 by clarifying students doubts on Slack as well as meeting through Google Meets with some of the students during the practical classes.

Projects

zerozero.live

Team Leader   *Feb. 2020 - Jun. 2020*

- Lead a team of 8 developers in building an interface for the written reporting of sports matches for zerozero.pt.
- As a team leader I was responsible for the communication with the clients, team organization and ensuring the application's success.
- As a developer, I was able to setup the application in the clients server, setup all the CI/CD (testing, deploying, ...), setup a reverse proxy to communicate with the clients API, made sure the application was able to work offline and worked on the game events selection.
- Techonologies: Mostly React, Redux, SASS and HTML5 for the front end, with Node.js for the development. Also PHP for the reserver proxy, cPanel for web hosting and GitLab for version control & CI/CD.

WVAT

Team Member   *Sep. 2019 - Dec. 2019*

- Was a member of a team of 7 developers with a goal to build CLI tool to analyse a domain, its subdomains and respective pages, extracting the used technologies to find their vulnerabilities in order to cross-reference them with known exploits.
- As a developer, I was responsible for the extraction of technologies from a given webpage and for the whole application automated acceptance tests.
- Techonologies: Node.js