Afonso Pinto

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Summary

Portuguese student in Informatics and Computer Engineering at FEUP who spends too much time playing chess. (Amateur) football player, thirsty learner and code enthusiast (@afonsobspinto on Github).

Education

Faculty of Engineering of the University of Porto

Master's Degree, Computer Engineering

Secondary School of Valongo

High School, Science, Technology and Society, 19 out of 20

2012 - 2015

2015 - 2020 (expected)

Featured Skills

- Software Development
- Computer Science
- Web Development
- Java
- Python
- JavaScript
- C/C++
- Prolog
- SQL
- HTML5 & CSS

Languages

Portuguese: NativeEnglish: Fluent

Projects

FFC Pitching Talent - Event Website

March 2017 – March 2017

FFC Pitching Talent is a project created, planned and promoted by FEP First Connection, which encompasses, in an integrated and versatile way, teaching / training aspects and an educational interaction with the business community.

Notorious FEUP Projects

- A two-user chess game developed in C for the Minix 3.1.8 operating system.
- A simple SuperSlimeSoccer copycat game made using libGDX (Java game development framework).
- Modeling a popular chess variant, Racing Kings, using Prolog, JavaScript and WebGL technologies.
- A web application where users can store and manage to-do lists.

Honor & Awards

Medea Project September 2016

Portuguese Society of Physics

https://oitohomensemeio.wordpress.com/

Student of the Year

Grouping of Schools of Valongo

ELP Interativo

Portuguese League Against Cancer

November 2015

April 2014