

Paulo Santos

Computer Science Graduate

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EDUCATION

Masters Computer Science (MEng) (Hons)

University Of Liverpool

2016 – 2020

Liverpool, UK

G401 - Year Averages

- Year 1: First Class Honours
- Year 3: First Class Honours
- Year 2: First Class Honours
- Masters Year: (Predicted) First Class Honours

A2, AS and IGCSE Level Examinations

The Braga International School

2004 – 2016

Braga, Portugal

AICE Diploma Score = 330

- A2 & AS: Pure Mathematics & Mechanics (B), Computing (A), Physics (B), Portuguese Literature (A)
- IGCSE: 1 A*, 3 As, 5 Bs and 5 Cs including Extended Mathematics

PROJECTS

University Oriented: Data Structure Visualiser ↗

- An extendable data structures & algorithms visualisation tool developed with Electron and the p5.js library.

University Oriented: leJOS Ev3 Robots ↗

- Two pieces of software built to control and monitor the behaviour of robots, constructed with leJOS Ev3 Bricks for optimised navigation tasks.

University Oriented: Classification of Biofuels ↗

- (a work in progress) The aim of this project is to utilise machine learning in order to achieve active-learning based classification to correctly classify images of potential biofuel products.

University Oriented: Relational Algebra Educational Tool ↗

- An educational tool to visualise and optimise relational algebra and SQL queries. Built with the neutronium framework.

Personal: Vulcan ↗

- A powerful, multi-purpose, and collaborative discord bot application built with discord.js. Interacts with multiple APIs and provides services such as music streaming, AI-featured interactive chat games, and real-time code evaluation. Application pipeline includes Snyk, Travis CI and Heroku for deployment.

WORK EXPERIENCE

Summer Internship

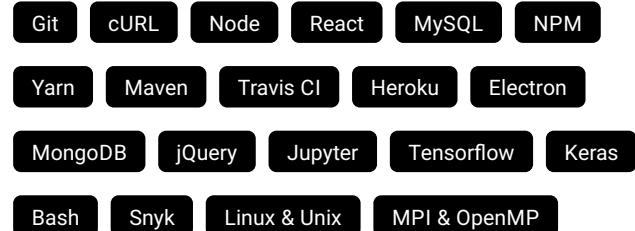
Primavera Software Solutions

2016

Braga, Portugal

A summer internship where I worked as an intern software developer and workspace assistant. I was tasked with managing workspace documents and helping with the design of SQL databases for applications.

SKILLS, TOOLS & FRAMEWORKS



VOLUNTEERING

Peer Mentor for Computer Science (2019 – 2020)

I mentored undergraduate students within the Computer Science department of the University of Liverpool, providing aid for their social and academic needs.

Habitat For Humanity (06/2015 – 07/2015)

I helped necessitous or impoverished people in our local community to build and improve their homes by participating in a volunteer only workforce team.

Theatre Circo (2014)

I was a helping technician for the performing arts shows acted by my school classes and hosted by the local city theatre.

ACHIEVEMENTS

Class Representative (2016 – 2017)

I was the Computer Science class representative at the University of Liverpool.

Project 'Newtonize This'

Supervised by my physics teacher, I built a mini-game with Valve's Source Engine, aimed at teaching students the core GCSE & A-Level physics concepts. This project was also displayed in a section of my physics teacher master's degree thesis.

Notable University Modules

Programming In Java (94%), Algorithmic Foundations (81%), Advanced Object-Oriented Programming (86%), Advanced Object-Oriented C Languages (94%), Principles of C and Memory Management (93%), Multi Agent Systems (97%)

SPEAKING LANGUAGES

English

Native or Bilingual Proficiency

Portuguese

Native or Bilingual Proficiency

Spanish

Professional Working Proficiency

PROGRAMMING LANGUAGES

