

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 2: First Class Honours
- Year 3: 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: Data Structure Visualiser [↗](#)

- An extendable data structures & algorithms visualisation tool.

University: leJOS Ev3 Robots [↗](#)

- Two pieces of software built to control and monitor the behaviour of robots, tasked with navigation challenges, in goal finding and optimisation problems.

University: Classification of Biofuels [↗](#)

- A comparison analysis on the effectiveness of classical classification algorithms and deep learning models to identify biomasses on d2d objects.

University: Relational Algebra Educational Tool [↗](#)

- An educational tool built to visualise and optimise relational algebra and SQL queries.

University: Visual Automata [↗](#)

- A tool to generate, visualise, verify and transform classical automaton.

Personal: Vulcan [↗](#)

- A powerful, multi-purpose, and collaborative discord bot application. Interacts with multiple APIs and provides services such as: music streaming, AI-featured interactive chat games, and real-time code evaluation (etc.).

Personal: Kiyo [↗](#)

- A programming language designed and written by myself.

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

Git

SVN

cURL

Node.js

React.js

MySQL

NPM

Yarn

Maven

Travis

Heroku

Electron.js

MongoDB

jQuery

Jupyter

Tensorflow

Numpy

Matplotlib

Keras

CUDA

MPI

OpenMP

Linux Systems

Processing.js

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

PROGRAMING LANGUAGES

Java

JavaScript

C

Lua

Typescript

HTML

CSS

SQL

Python

PHP