GONÇALO MENDES

CONTACTS

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Lisboa, Portugal, Portugal

LINKS

- Github:
- Linkedin:
- Portfolio:

SKILLS

- Kotlin
- Java
- C

LANGUAGES

- Portuguese
- English
- Spanish

SOFT SKILLS

Problem Solving
I am a problem-solver because I excel at analyzing challenges, thinking critically, and finding practical solutions to overcome obstacles efficiently.

Adaptability
I am adaptable because I embrace new challenges with an open mind, quickly adjusting to changing environments and learning new skills to stay ahead.

ABOUT ME

I am a dedicated and ambitious Computer Engineering student with a deep passion for programming and technology. Currently, I am refining my expertise in Kotlin, Java, and C, and I thrive in environments that challenge my problem-solving abilities. I have a natural aptitude for breaking down complex problems into manageable solutions, leveraging both creativity and analytical thinking. I also love working in teams, as I believe collaboration enhances creativity and leads to more effective problem-solving. With a strong commitment to continuous learning, I am eager to explore innovative technologies and apply my skills in real-world scenarios. I am highly motivated by opportunities to collaborate, innovate, and grow within the tech industry.

EDUCATION

Computer Engineering degree, Lusófona University, Lisboa, Lisboa
2025

- Pursuing a Computer Engineering degree at university.
- Acquiring proficiency in multiple programming languages.
- Enhancing problem-solving and system design capabilities.
- Fostering skills in technology innovation.

High school diploma, Colégio São João de Brito, Lisboa, Lisboa
2022

- Acquired foundational study habits and personal development skills in a nurturing and high level learning environment.
- Cultivated personal growth and academic proficiency, shaping my current skills set.

PROJECTS

Four In a Line

Balloon Connect is a unique take on the classic "Four in a Row" game, where instead of discs, players place balloons that rise up the board. The game also introduces the option to explode balloons, adding an extra layer of strategy. Developed in Kotlin, the game features both single-player mode against the computer and a save game option, allowing players to pick up where they left off.

Boat Radar

The Boat Detection project is designed to track and identify boats within a given text file. The file consists of a grid of characters, where letters represent boats and dots represent empty spaces. The program compares two tables—before and after the boats' positions—allowing it to detect the coordinates of the boats and determine if they have moved. This project was developed in C, showcasing its ability to process and analyze grid-based data for tracking changes.

INTERESTS

Artificial Intelligence & Machine Learning

Enthusiastic about AI and machine learning, continuously learning how these technologies can be applied to solve complex problems and create innovative solutions