GuilhermeSousa

contact

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languages

Portuguese and French native tongue
English & Spanish proficiency
German A1 level

coding

C/C++/C#
Python,
JAVA & Matlab

software

SolidEdge/SolidWorks,
LateX, Office,
OpenCV,
Linux & ROS

education

2015-Now	Masters of Aerospatial Engineering	Instituto Superior Técnico, Portugal
2015	ERASMUS, Masters of Systems' Mechatronics	IPSA, Paris
2012–Now	Bachelor of Aerospatial Engineering Specialization in Avionics	Instituto Superior Técnico, Portugal

experience

Part-Time and Internships

August 2015	ProDrone	Lisbon, Portugal
	Summer Intern	
	Worked on a team responsible for the implementation of a control algorithm of an autonomous drone used for wind turbine inspection	
February -May 2016	IPSA Space Systems	Paris, France
	Worked on real-time data filtering and sensor fusion for the Jericho rocket project, for the ISS student association with a partnership with CNES (Centre National d'Études Spatiales). Developed an android app to control Jericho subsistems through bluetooth	

projects and achievements

2014	Mobile Game Published	App Store
	Published a game named "Blockalicious!" written in JAVA using OpenGL on the Google Play Store. Google Play link	
2015	IMM Algorithm in ATC Systems	IST
	Implemented an IMM algorithm for two Kalman filters in Simulink to filter data from a radar simulator	
2016	Autonomous Land Drone Project	IPSA
	Designed in CATIA and programed an autonomous 3D printed drone for an University project during my ERASMUS program	

interests

2011-2014	Portuguese National Rugby Team	Portugal
April 2016	Team leader for MathWorks Robotics Competition	Paris-France