GuilhermeSousa

contact

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languages

Portuguese C2 (Mother tongue)
French C2 (Mother tongue)
English C2
Spanish proficiency
German A1 level

coding

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

software & libraries

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

education

2015-Now MSc in Aerospace Engineering — Instituto Superior Técnico, Portugal

2015 ERASMUS, Masters of Systems' Mechatronics — IPSA, Paris

2012–2015 Bachelor of Aerospatial Engineering — Instituto Superior Técnico, Portugal
Specialization in Avionics

experience

Part-Time and Internships

Now ENAC — Toulouse, France
Developing at the MAIAA (Applied Mathematics, Computer Science and Automation) department of ENAC a non-linear controller for commercial aircraft using neural networks and machine learning

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

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

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

2016 TCAS implementation in C++ — IST
Implemented a TCAS system in C++ using Qt for a simulation of airspace collisions, using UDP to communicate between simulated aircraft