GUILHERME PUGA

COMPUTER ENGINEERING STUDENT

ABOUT ME

I have a deep understanding of major programming languages such as Java, Kotlin, and C, along with practical experience. My strong foundation in algorithms and data structures enables me to efficiently and effectively tackle various complex problems. Additionally, I have a solid grasp of computer hardware and its underlying architecture, including processors, memory, and storage systems. I also understand networking concepts, such as how routers and switches operate, and have knowledge of network protocols. Furthermore, I am well-versed in operating systems, including process management, memory management, and file systems, allowing me to work seamlessly across different computing environments.

CONTACTS

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✉️ pugadim123@gmail.com

◎ Lisbon

PROGRAMMING SKILLS

C/C++ ●●●●●○

Java ●●●●●○

Kotlin ●●●●○○

Front-End ●●●●○○

ACHIEVEMENTS

Merit Diploma - 3rd place in the 2022 Castor Informático competition

Merit Diploma - 2nd place in the 2021 Canguru competition

2nd place in the "Cody" competition, Lusófona 2024

EDUCATION

Universidade Lusófona
SET. 2023 - PRESENTE

Located in Lisbon, Computer Engineering student.

Henriques Nogueira
SET. 2020 - JUN 2023

Science and Technology Course.

Externato de Penafirme
SET. 2014 - JUN. 2020

Upper Key Stage 2 and Key Stage 3.

LINGUISTIC SKILLS

Portuguese - Native

English- B2

German- A1

Spanish - B1

LEISURE ACTIVITIES

Games | Padel | Tennis | Volleyball | Go-Karts