





JOÃO GUILHERME OLIVEIRA PORTO NUNES



CONTACT INFORMATION

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ABOUT ME

Computer Science student with a strong interest in Artificial Intelligence, backend development, and Linux system administration. I completed a technical course in Computer Science at the age of 17, gaining a solid foundation in programming and problem-solving. I have hands-on experience in software development, focusing on security, efficient methodologies, and the application of design patterns. Passionate about open-source technology, information security, and performance optimization.

LANGUAGES

- Portuguese - Native
- English - Fluent (C1/C2)
- Spanish - Intermediate (B1/B2)

HOBBIES AND INTERESTS

- Music Production and Performance:** Experience in composition, recording, and music editing. Knowledge of music theory and instrumental practice.
- Competitive Gaming:** Participation in semi-professional tournaments.

ACADEMIC BACKGROUND

- | | |
|--|-----------------------|
| Technical Course in IT | 2017 - 2018 |
| SENAI Norte — Joinville, Brazil | |
| Bachelor's Degree in Computer Science | 2021 - present |
| University of Porto (FCUP) — Porto, Portugal | |

Notable Subjects

- Mobile Device Programming: 18
- Operating Systems: 16
- Human-Computer Interaction: 15
- Data Structures: 15
- Concurrent Programming: 15

RELEVANT ACADEMIC PROJECTS

Android Movie Streaming & Content Management System (2024)

Kotlin-based application ecosystem for movie streaming and downloading, with support for P2P sharing over a local network.

C0 Compiler (2023)

Compiler for the C0 language targeting MIPS Assembly. Implemented in Haskell, featuring lexical and syntactic analysis, code generation and type checking.

Contos de Reinos Distantes (2018)

A web game built using the Twine Javascript library, featuring public scoreboards, admin area and a dynamic, point-and-click game-inspired UI. Built using Java Servlets, MySQL, jQuery and Apache Server.

TECHNICAL SKILLS

Programming Languages: Java, C, Python, JavaScript, SQL, Bash, Haskell, Scala, Kotlin

Frameworks & Libraries:

- Mobile & Backend: Android Jetpack, Firebase, FastAPI, Flask, Django
- Frontend & Web: Node.js, TypeScript, jQuery, Bootstrap

Tools & Technologies:

- CLI & DevOps: SSH, Git, GNU Tools (sed, awk, gnupg, etc.), OpenSSL, Docker
- Project Management: Jira, Trello, Airtable
- Package Management & Build Automation: Gradle, Maven, NPM, Pip, Make, SBT
- Networking & Security: Nginx, Network Tools (curl, traceroute, nmap), MySQL, Google Cloud, Wireshark
- Operating Systems: Linux distributions, Windows, Android

OTHER EXPERIENCES

Minho Investment Association Student Association 2021 - 2022

As Head of the IT Department, I led a small team in the development and maintenance of the institutional website, as well as providing technical support to other members.

Linux Install Parties

2021 - 2024

Active participation in the installation, configuration, and troubleshooting of Linux distributions for new users.