João Pedro Figueira Galhardo Calhau

Curriculum Vitae

Summary

Attending Master Degree in Computer Science Engineering at University of Évora. During Bachelor's and first year of Master's gained interest in Back-end, Security and Relational Database management Systems. Work solo or in a team, fully capable and willing to learn new things and overall enrich any kind of skill that may be worth it for the future.

Education

2013-2016   **Bachelor's degree in Computer Science Engineering**, *Universoty of Évora*, Évora, Portugal.
Final Average: *13.17* out of *20*

2016–Present   **Master's Degree in Computer Science Engineering**, *University of Évora*, Évora, Portugal.
Attending Masters. Current Average: *14.71* out of *20*

Experience

Miscellaneous

2014–2017   **Vigilante**, *Cathedral of Évora*, Évora.
Interaction with tourists of various nationalities during Summer, usually a whole month

2013   **Coffee Attendant**, *Zoka*, Évora.
Interactions with all sorts of people from all sorts of nationalities also taking orders preparing them. One month duration

2012   **Factory Work**, *TE Connectivity*, Évora.
Worked in the relay creation section inside the factory, watching the machines in case they jammed and fixing them in case they needed. One month duration

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Technical Skills

Programming Languages
○ Java, C, Lua, Python, Prolog, JavaScript

Markup Languages
○ HTML, CSS, LaTeX, Markdown

Relational Database Management Systems
○ PostgreSQL, MySQL

Integrated Development Environments
○ IntelliJ, NetBeans, Eclipse

Other Important Technologies
○ Bash, Git

Languages

Portuguese	**Native**
English	**C1**

Proudest achievements (In University)

Database with information about Erasmus+ students (PL/pgsql).
Development of a database in PostgreSQL with Triggers and Functions with the help of PL/pgsql

Text based Game like Dungeons and Dragons.
Creation of a small text based game (with text commands) in Prolog language. The game consists of 3 floors (each floor with various rooms, and a final room where one can descend floors by killing a final boss), each level has items, mobs, pets and a simplified light system

Information Theory assignment.
Analyzing a genome, compressing, sending information through a channel, correcting the errors and decompressing. Algorithms involved: Hamming Code and LZW Compression Algorithm

Additional Information

○ Technology enthusiast.
○ Enjoys playing computer or console games.
○ Enjoys programming and learning new languages.

Certificates

Modular Formation in Composites.
Institute of Employment and Training, Évora, Portugal, 2013

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