João Pedro Figueira Galhardo Calhau

Curriculum Vitae

Summary

Completed all Master's degree classes, currently writing thesis in Computer Science Engineering at University of Évora. Thesis theme is related to computer security and it's title is "Digital Forensics Research Using Constraint Programming". 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, *University 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.

Writing thesis. Current Average: 15 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 and 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 to be fixed. One month duration

Technical Skills

Programming Languages

o Java, Java (Android), C, C++, Lua, Python, Prolog, Groovy, JavaScript

Markup Languages

o HTML, CSS, LATEX, Markdown

Relational Database Management Systems

PostgreSQL, MySQL

NoSQL Databases

Redis

Integrated Development Environments

o IntelliJ, NetBeans, Eclipse

Frameworks

o Grails, React Native, Node.js, Codeigniter, Django

Other Important Technologies

o 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. The player can equip items, change pets, eat food and fight against mobs or bosses.

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

REST Interface to University of Évora's Climate webpage.

Development of a REST interface using Groovy with the Grails framework. The interface consists in collecting data from the University of Évora's Climate webpage (http://www.clima.cge.uevora.pt/) and showing it in a more presentable manner to the clients. The clients could query the interface and it could organize the information in various ways. This interface was later used in another assignment in a Master's class to create an android application.

Additional Information

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

Certificates

Modular Formation in Composites.

Institute of Employment and Training, Évora, Portugal, 2013

Bachelor's Degree Diploma.

University of Évora, Évora, Portugal, 2016