

Leonardo Colaço

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Education

Eastern Mediterranean University

Mar 2021 - Expected Feb 2025

Bachelor of Engineering in Computer Engineering

Famagusta, TRNC

- **Relevant Coursework:** Data Structures and Algorithms (C), Linear Algebra, Discrete Mathematics, Database Management Systems, Digital Logic Design and Systems, Operating Systems, Numerical Analysis, Computer Networks, Computer Architecture

Experience

Fédération International des Femmes des Carrières Juridiques (FIFCJ)

Jan 2016 – Jan 2020

Graphic Design

Maputo, Mozambique

- Designed flyers for events the organization using Photoshop.

Projects

Leo's Spotifyer | *RESTful API, REACT.js, NODE.js, Javascript, HTML and CSS, JSON*

- Designed a **web app that displays a Spotify user's activity** and data after receiving authentication from the user through Spotify's **Oauth2.0 authentication flow**
- In order to display a user's data I **used the API call to receive an access token** to use the API, that can then be used in exchange for authorization code. This **authorization code is necessary to grant access** to the JSON with the user's data (depending on the permitted scope of the data), and is then neatly displayed on the web page.

Leo's Pokédex | *Javascript, HTML and CSS, RESTful API, JSON*

- Designed a web page that fetches stats about a specific Pokémon using **PokeAPI**.
- **The search bar algorithm was designed using Javascript** with the objective of displaying results based on the user's currently typed characters.

Team Generator | *Javascript, Python, HTML and CSS*

- Developed a web page that takes in user input for building a team and assigning the members to each team at random.
- Using Javascript, **the program takes a user input to generate name boxes for each member**, as well as the desired number of teams.
- The members are **randomly assigned to each team through a Javascript algorithm**, together with a random color for the team. Same team colors are avoided as well.
- A Python version of the algorithm is also available in my GitHub repository for this project.

Knapsack 0/1 Calculator | *Python*

- Designed a python program that calculates the optimal and most profitable items in the Knapsack 0/1 Problem, and also displays a table based on the input values for weight, and the values for each item.

Painting Program | *Python*

- Developed a painting program in python using the Pygame library, where **a user can click and drag their cursor inside a drawing area to trace ink**.
- This program also enables the user to pick different brush sizes and color for their ink.

Portfolio Website | *Javascript, HTML and CSS, GitHub*

- Designed and deployed my **personal portfolio website** to display my projects, resumé, and skills through GitHub Pages.

Technical Skills

Languages: Python, Java, C Language, Javascript, SQL, PHP, HTML and CSS

Technologies: Linux, React.js, Bootstrap, Node.js, Adobe Xd, Figma, Photoshop, Sony Vegas

Concepts: Operating Systems, OOP, Algorithms, Frameworks, Web Development, Network Security, Penetration Testing, APIs