



PERSONAL INFORMATION

Luís Afonso Brandão

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WORK EXPERIENCE

02/2018–05/2018

Spent a semester researching and developing a short paper under the guidance of faculty teachers on linear types implementation for Haskell.
<https://github.com/Luis-Brandao/-Haskell-Linear-Types-Typechecker>

EDUCATION AND TRAINING

2015–2019

First Degree in Computer Science

Faculdade de Ciências da Universidade do Porto, Porto (Portugal)

PERSONAL SKILLS

Mother tongue(s) Portuguese

Communication skills Good communication skills attained through volunteer work at a local soup kitchen.
Played competitive volleyball for 9 years.

Job-related skills

Programming Languages

Proficient with: C, C++, Haskell, Python, Prolog, Java

Familiar with: SQL, HTML/CSS/JS

Competitive Programming, C/C++

Experience participating in programming competitions throughout high-school and college, which focus on implementing efficient algorithms under time constraints.
Several submissions in online competitive programming platforms such as codeforces, UVa and SPOJ.

<https://github.com/Luis-Brandao/Competitive-Programming>

Robocode bot, Java

Artificial intelligence for a tank simulation game. Developed as a team of two for a hackathon at Universidade do Minho, where it took first place.

<https://github.com/Luis-Brandao/Robocode>

Digital skills LaTeX, Git, Linux