

Luís Brandão

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🌐 <https://github.com/Luis-Brandao>

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Education

2015–2019 **Faculdade de Ciências da Universidade do Porto**, *First degree in Computer Science*.

Relevant Coursework: Compilers, Artificial Intelligence, Software Architecture, Algorithms, Data Structures, Computability and Complexity, Competitive Programming.

2012–2015 **Colégio Internato dos Carvalhos**, *High-school Degree with a focus in Information Technology*.

Experience/Projects

◦ Robocode bot, Java

Artificial intelligence for a tank simulation game. Developed as a team of two for a hackathon

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

◦ Competitive Programming, C++

Experience participating in programming contests 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>

◦ Academic Research, Haskell

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>

Other activities

◦ Volunteer Work

Volunteered at a local soup kitchen preparing food and collecting donations.

Languages

- Proficient in english, with a Cambridge FCE certificate

Skills

◦ Programming Languages

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

Familiar with: SQL, HTML/CSS/JS, Java, Python

◦ Other

Proficient with LaTeX, Linux, Git

Hobbies

- Cooking, Dungeons and Dragons, Cinema, Volleyball