

Luís Brandão

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📄 <https://github.com/Luis-Brandao>

Education

- 2015–2019 **Faculdade de Ciências da Universidade do Porto**, *First degree in Computer Science*, Final Grade: 13.
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*, Final Grade: 17.

Experience

- **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>
- **Competitive Programming**, 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>
- **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>
- **Volunteer Work**
Volunteered at a local soup kitchen. Duties included collecting food donations and helping prepare and serve food.

Skills

- **Programming Languages**
Proficient with: Haskell, Prolog, Python, C++, C, Java
Familiar with: SQL, HTML/CSS/JS
- **Other**
Proficient with LaTeX, Linux, version control systems

Hobbies

- Cooking, Dungeons and Dragons, Cinema