

# 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**, *Bachelor's 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.

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## 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>

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## Skills

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

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## Hobbies

- Cooking, Dungeons and Dragons, Cinema