Pedro Mendes

Informatics Engineering Student at Instituto Superior Técnico de Lisboa Curriculum Vitae

About me	Education	
Date of Birth	2015 — 2019	Back
1997 - 04 - 25	2010 2013	o c

2019 — Present

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mendess LinkedIn

mendes2526

helors in Science of Computer Engineering University of Minho Software Engineering. Grade Average: 15 Informatics Labs Average: 19 Algorithms and Complexity: 16 Program Calculus: 20 Imperative and OO programming: 18 and 19 (respectively) Compilers: 17

IST

Masters in Information Systems and Computer Engineering

Languages

Spoken

Portuguese (native), English (C 2).

Programming

Rust, C, C++, Java, C#, Javascript, Bash, Python, Ruby, Kotlin, Haskell, Elixir.

Query

SQL (mysql, postgres), NO-SQL (mongodb, neo4j).

Markup

LATEX, Markdown, Html, CSS.

Highlighted Projects

C++	Computer Graphics (University project) A generic graphics engine, capable of rendering scenes written in XML (Grade 20/20).	Repository
Markdown	ResumosMIEI	Repository
	A collection of notes written in Portuguese to help students study the	
	base concepts of computer science, lectured at University of Minho.	
Rust	PacMan	Repository
	An implementation of the classic PacMan game in rust, using	
	openGL.	
Rust	Scryfall	Repository
	A wrapper around a REST API for fetching and searching for cards	
	from the Magic: The Gathering TM card game.	
\mathbf{C}	Parallel and Distributed Computing (University project)	Repository
	This project focused on writing efficient parallel code in C. Using	
	the OpenMP and MPI frameworks. (Grade 17/20)	

Tools

Advanced Git knowledge. Linux. GNU core utils. Docker.

Experience

2017	MIUP	University of Minho
	Inter-University Programming Marathon.	v
2018 - 2020	Member of CaOS	CeSIUM
	CaOS is the open source group at CeSIUM, the software	
	engineering student centre at Minho University.	
2018 — Present	Admin of the official MiEI Discord	Discord
	A 1k+ member discord community focused on helping	
	new students and sharing knowledge.	
2019	SEI	CeSIUM
	Semana da Engenharia Informática: An event popu-	
	lated with talks and workshops with various companies.	
	I was part of the IT staff in the 2019 edition.	
$2019 - \infty$	Open source contributions	Github
	rust-lang/rust	
	serenity-rs/serenity	

Interests