

# Pedro Mendes

Software Engineering Student at University of Minho  
Curriculum Vitae

## About me

### Birthdate

1997-04-25

### Email

[pedro.mendes.26@gmail.com](mailto:pedro.mendes.26@gmail.com)

### Github

[Mendess2526](#)

### LinkedIn

[mendes2526](#)

## Education

2015-Present

### Bachelors

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)

## Highlighted Projects

### Languages

#### Spoken

Portuguese (native),  
English (CAE 2).

#### Programming

C, Rust, C++, Bash,  
Java, Haskell, Elixir,  
Python.

#### Query

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

#### Markup

L<sup>A</sup>T<sub>E</sub>X, Markdown, Html.

### Tools

Advanced Git knowledge.

C / Java

#### Structured Programming

[Repository](#)

This project focused on writing structured code taking into account encapsulation, whilst being efficient for processing great volumes of data (Grade: 19/20).

Rust

#### PacMan

[Repository](#)

An implementation of the classic PacMan game in rust, using OpenGL.

Markdown

#### ResumosMIEI

[Repository](#)

A collection of notes written in Portuguese to help fellow students study the base concepts of computer science, lectured at University of Minho.

## Experience

2017

### MIUP

University of Minho

Inter-University Programming Marathon.

2018-Present

### Member of CaOS

CeSIUM

CaOS is the open source group at CeSIUM, the software engineering student centre at Minho University. We promote open source software like GNU/Linux, freedom of speech and net neutrality.

2019

### SEI

CeSIUM

Semana da Engenharia Informática: An event populated with talks and workshops with various companies. I was part of the IT staff in the 2019 edition.

## Interests

The GNU/Linux OS; Systems Programming; Giving Mentorship; Game Design.