Pedro Mendes

Informatics Engineering Student at Instituto Superior Técnico de Lisboa Curriculum Vitae

About	me	\mathbf{F}
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Education

Date	ot	Birth

1997 - 04 - 25

Email

pedro.mendes.26 @gmail.com

Github

mendess

LinkedIn

mendes2526

2015 - 2019

C++

Bachelors in Science of Computer Engineering

University of Minho

IST

Repository

Repository

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Software Engineering. Grade Average: 15

Informatics Labs Average: 19 Algorithms and Complexity: 16

Program Calculus: 20

Imperative and OO programming: 18 and 19 (respec-

tively)

Compilers: 17

2019 — Present Masters in Information Systems and Computer

Engineering

Languages

Spoken

Portuguese (native), English (C 2).

Programming

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

Query

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

Markup

LATEX, Markdown, Html.

Highlighted Projects

Computer Graphics (University project) A generic graphics engine, capable of rendering scenes written in

XML (Grade 20/20).

ResumosMIEI Markdown

A collection of notes written in Portuguese to help students study the

base concepts of computer science, lectured at University of Minho.

Rust An implementation of the classic PacMan game in rust, using

openGL.

Rust Scryfall

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)

This project focused on writing efficient parallel code in C. Using

the OpenMP and MPI frameworks. (Grade 17/20)

Tools

Advanced Git knowledge. GNU core utils.

Experience

2017	MIUP	University of Minho
	Inter-University Programming Marathon.	
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 populated with talks and workshops with various companies.

I was part of the IT staff in the 2019 edition.

 $2019 - \infty$ Github Open source contributions

> rust-lang/rust serenity-rs/serenity

Interests