

Pedro Mendes

Software Engineering Student at University of Minho
Curriculum Vitae

About me

Birthdate

1997-04-25

Email

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Github

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LinkedIn

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Education

2015-Present	Bachelors Software Engineering. Grade Average: 15 Informatics Labs Average: 19 Algorithms and Complexity: 16 Program Calculus: 20 Imperative and OO programming: 18 and 19 (respectively)	University of Minho
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Highlighted Projects

C / Java	Structured Programming This project focused on writing structured code taking into account encapsulation, whilst being efficient for processing great volumes of data (Grade: 19/20).	Repository
Rust	PacMan An implementation of the classic PacMan game in rust, using openGL.	Repository
Markdown	ResumosMIEI A collection of notes written in Portuguese to help fellow students study the base concepts of computer science, lectured at University of Minho.	Repository

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^AT_EX, Markdown, Html.

Tools

Advanced Git knowledge.

Experience

2017	MIUP Inter-University Programming Marathon.	University of Minho
2018-Present	Member of CaOS 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.	CeSIUM
2019	SEI 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.	CeSIUM

Interests

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