

Pedro Mendes

Software Engineering Student at University of Minho
Curriculum Vitae

About me

Birthdate

1997-04-25

Email

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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^AT_EX, Markdown, Html.

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.

C++

Computer Graphics

[Repository](#)

A generic graphics engine, capable of rendering scenes written in XML.

Experience

Tools

Advanced Git knowledge.

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.