Pedro Mendes

Software Engeneering Student at University of Minho

Curriculum Vitae

About me

Birthdate

1997–04–25

Email

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Github

[Mendess2526]

LinkedIn

[mendes2526]

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

LaTeX, Markdown, Html.

Tools

Advanced Git knowledge. GNU core utils.

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

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

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 **E**ngenharia **I**nformática: 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.