Manuel Martins

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EDUCATION

Instituto Superior Técnico (IST)   2022 – 2025

Bachelor's Degree in Computer Science and Engineering

- Grade: **17/20** (current)
- Curriculum with major focus on Algorithms & Data Structures, Artificial Intelligence, Databases, OOP, Machine Learning, Networks, Compilers and Distributed Systems.
- Languages: **Python**, **Prolog**, **C**, **C++.**

PROJECTS

Minesweeper Game   Nov 2022

- Designed and implemented an optimized Minesweeper game in **Python** using object-oriented programming principles, resulting in a user-friendly and efficient gameplay experience.
- https://github.com/manuel-dev04/Minesweeper

Schedule Searcher   Jan 2023

- Utilized **Prolog** to create a scheduling system for university classrooms, considering various constraints such as room capacity and available time slots, resulting in an efficient and optimized allocation of classroom resources
- https://github.com/manuel-dev04/Schedule-Searcher

Python Mini-Library   Out 2022

- Developed a mini **Python** library consisting of several methods to simplify operations, improve code efficiency, and increase productivity, resulting in a reusable components for future projects.
- https://github.com/manuel-dev04/Python-Mini-Library

ABOUT ME

- Enthusiastic developer with a positive attitude and willingness to learn, who thrives in collaborative environments with a strong ability to prioritize and manage multiple tasks to meet project deadlines and goals.
- Experienced in working on group projects in academic settings, contributing to team efforts through active participation, idea generation, and constructive feedback.