Hello, I'm

Pedro Azevedo

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I'm a recent graduate software engineer, hoping to create new and innovative experiences and to further improve myself as developer.

Skills

C/C++ | C# | Java | Python | Typescript | Unity

Education

2023 | Faculty of Engineering University of Porto, FEUP
Master in Software and Computer Eng.

2022 | Faculty of Engineering University of Porto, FEUP
Bachelor in Software and Computer Eng.

Languages

English ●●●●●○
Portuguese ●●●●●●
Spanish ●●○○○○

Work

2024 | Currently no Work Experience
Hoping to change that soon

Projects

Resource Probe
Energy, Memory and Run Time Profiler made for my Master's Thesis

Jeronimo
3D Stealth Puzzle Unity Game

More projects on my github page.

Race 2 the Space
2D Puzzle Platformer Unity Game

My CV Website
My personal page, made with Next.js, Typescript and Tailwind

Ranking compilers by energy efficiency
My Masters Thesis

Expertise

- Good Mathematics Knowledge
- Solid Networking and AI foundations
- Strong understanding of rendering principles and techniques.
- Familiar with Agile frameworks, specifically Scrum
- Proficient in C, C#, Java and Python
- Hardworker, Problem Solver, Dedicated and eager to Learn