# 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**
**Network | Algorithms**
**Structures | Rendering**
**Multithreading**

## 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
- Very Familiar with multithreaded programming
- Good Knowledge of the most popular data structures and commonly used algorithms and their time and space complexity.
- Familiar with Agile frameworks, specifically Scrum
- Proficient in C, C#, Java and Python
- Hardworker, Problem Solver, Dedicated and eager to Learn