

# 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