

# Hello, I'm



# Pedro Azevedo

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

## Skills

C | C++ | C# | Java |  
Unity Python | HTML |  
CSS Tailwind CSS |  
React Typescript |  
Next.js

## 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
- Acquainted with most popular Game Engines, especially Unity
- Hardworker, Problem Solver and Dedicated