Rodrigo Damasceno

Student in Computer Science and Engeneering

// Contacts

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// Education

Escola Secundária Emídio Navarro, Viseu (2019-2022)
Management and Programming Computer Systems (18/20)

Instituto Superior Técnico, Lisboa (2022-Present)
Computer Science and Engineering

// Hard Skills

C#
Unity
Python
JAVA
C
SQL
C++
Bash
Linux

// Languages

Portuguese (Native)
English (Fluent)

// Profile

I'm currently a second-year undergrad student in Computer Science and Engineering at Instituto Superior Técnico (University of Lisbon). However, my passion for programming started long before my admission, which in fact, led me to pursue a professional education, at 15 years old, in Management and Programming of Computer Systems. Through this academic approach I managed to closely combine both the classroom learning experience and a real-life application, as I worked with companies 'StopandGo' and 'Trustvision'.
I believe these experiences in conjunction with the recent University education have molded me into a dynamic and multifaceted Junior Developer. Every project that I have partaken in, so far, has been tremendously beneficial for the improvement of my skillset, and now I am working towards the opportunity to contribute in a project that more closely impacts people's lives.

I believe that — more than self-improvement — my new goal is contributing for meaningful work with positive benefits for society.

// Experience

ROB916 Academic Organization (Instructor)
- Responsible for the educational content of activities and presentations regarding STEM topics adequate for middle school students, in an interactive and pedagogical way, to address a first contact with Engineering;
- Monitoring of students throughout the program both in class and in breaks.

Time & Expectation Management, Communication, Empathy, Mentorship;

Gamedev Academic Organization (Junior Developer)
- Working in a project called 'Sunken' alongside sixteen other members. With my main task being the creation of an efficient and reliable procedural generation algorithm;
- Team participation in game jams, with the conception and concretization of a game based on a randomly attributed theme in short deadlines.

Team work, Conflict & Problem Solving, Time Management & Organization;

Trustvision (Junior Developer Internship)
- In charge of the programming of raspeberry PI to aid network technicians by improving their internal organization and efficiency;
- Configuration and deployment servers;
- On site visits for technical assistance as network a technician.

Team work & Resourcefulness;

STOPandGo (Junior Developer Internship)
- Front-end development for the company's streaming platform using html and css frameworks;
- Back-end development for the company's user management web app using PHP;
- Backstage assistance in streaming competitions.

Collaboration, Problem solving, Responsiveness, Work ethic.