# RODRIGO EMÍDIO

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## About Me

My name is Rodrigo Emídio, and I am currently finishing my Bachelor of Computer Science. My main fields of interest are Data Science, Web Development and Algorithms. In my free time, I enjoy watching TV shows, hanging out with friends and playing video games.

## Education

**Faculty of Sciences of the University of Porto**                         **Sep 2020 – Sep 2023**
*Bachelor of Computer Science*                                                  *Porto, Portugal*

## Professional Experience

**INESC TEC**                                                              **Oct 2022 – Jan 2023**
*Front-End Developer Intern*                                                     *Porto, Portugal*

- Developed the front-end of a cross-platform mobile application using the Ionic framework.
- Used the INESC TEC API to make HTTP requests with user inputted data.
- Used Git to organize modifications.
- Utilized Capacitor to deploy and test in real time the application on Android.

## Volunteer Experience

**NUCC-FCUP**                                                              **Oct 2021 – Present**
*Pedagogical Department Coordinator / Treasurer*       *Faculty of Sciences of the University of Porto*

- Organized formal activities undertaken by the student nucleus such as workshops and lectures, which helped me develop leadership and work management skills.
- Managed the nucleus' accounting, which helped me increase my knowledge in the finantial field and hone my leadership capacity.

## University Projects

**Parliament Database** | *SQL, Python*                                     **Nov 2021 – Dec 2021**

- Modeled a database to store data related to a fictitious version of the Portuguese Parliament.
- Utilized Flask and PyMySQL libraries to build a web app that interfaces with the developed SQL database.

**Pascal-0 Compiler** | *Haskell*                                          **Nov 2022 – Dec 2022**

- Developed a compiler for a subset of Pascal, that reads source code and generates the corresponding MIPS assembly code.
- Used Alex to generate the Lexer and Happy to generate the Parser.

**The Nim Game** | *HTML/CSS, JavaScript*                                   **Oct 2022 – Dec 2022**

- Developed a web version of the Nim Game.
- Front-end implementation of a single-page application.
- Implemented a Node server and configured HTTP requests to allow players from different machines play together.

**Classification Algorithms Performance** | *Python*                        **Mar 2023 – May 2023**

- Measured the performance impact of a classification algorithm by changing its preference criterion.

**Concurrent Sets** | *Java*                                               **May 2023 – Jun 2023**

- Concurrent implementation of sets based on hash sets.
- Used concurrency techniques such as synchronized blocks, atomic operations, and various types of locks to assure mutual exclusion and guarantee smooth read-write operations.
- Used STM to simplify concurrency operations.

## Skills

**Technologies**: C, C++, Excel, Git, HTML/CSS, Haskell, Java, JavaScript, Linux, LaTeX, Markdown, Python, React, SQL
**Communication**: Portuguese (Native), English (B2), Spanish (B1)