David Ribeiro

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[Linkedin](#) ❖ [GitHub](#)

EDUCATION

University of Aveiro
Sep. 2019 - Present
Pursuing a Bachelor's Degree in Computer and Informatics Engineering
Aveiro, Portugal

AETTUA: Member in 2019/2020. Focus on event organization and logistics.

Faina Committee: Member for 4 years, serving as Course Master in the last year.

Organized *Faina*, the local academic praxe tradition, and other events related to student integration, tradition, and academic life.

Universidade de Trás-os-Montes e Alto Douro
2018 - 2019
Coursework in Electrical and Computer Engineering

WORK EXPERIENCE

Bombar   **Jun. 2023 – Presente**
Collaborator
Espinho, Aveiro, Portugal

Burguer King IBERIA   **Jan. 2022 – May 2023**
Collaborator
Espinho, Aveiro, Portugal

Taberna da Soninha   **Sep. 2021 - Dec. 2021**
Collaborator
Espinho, Aveiro, Portugal

SKILLS & INTERESTS

Skills: Object-Oriented Programming; Cybersecurity; Communication Networks; Computer Architecture; Operating Systems; Human-Computer Interaction; Computer Graphics; Team Leadership; Teamwork; Self-Learning; Research and Problem-Solving

Technologies: Python; C/C++; Microsoft SQL; SQLite; HTML/CSS/JavaScript; Assembly; Linux; Git; Bash

Interests: Surfing; Capoeira and Martial Arts; Scouting; Gaming

Languages: Portuguese (Native), English (Fluent), Spanish (Basic)

PROJECTS

Artificial Intelligence: Developed a solution to automate an instance of the game Rush Hour using tree search algorithms, including the construction and iteration of a search tree.

Human-Computer Interaction: Created a forum page for tutorials, featuring version history, voting system, and moderation capabilities, with multiple testing and feedback stages involving testers and clients.

Graphic Computing: Developed an "endless runner" game using the Three.js library, where the player controls a motorcycle and must dodge moving vehicles.