



Gil Teixeira

Computer and Telematics Engineer
and Master in Informatics Engineering

- ▶ Portuguese
- ▶ 24yrs old

Programming Languages

C



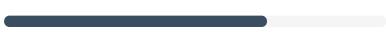
Javascript/TypeScript



Python



Bash



Java



HTML, CSS



Languages

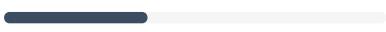
Portuguese Native



English



German



French



Interests

- ▶ Playing Violin and Guitar
- ▶ Cycling

Biography

2021–2024 Masters degree in Informatics Engineering, Universidade de Aveiro (UA), thesis not yet delivered.

2017–Present Violin student at CMA (Conservatório de Música de Águeda).

5th Grade completed in 2019

2018–2021 1st cycle degree in Computer and Informatics Engineering, Universidade de Aveiro (UA), *Grade Average: 15.4*

2018–2019 German A1.1 and A1.2, Open Courses at DLC (Departamento de Línguas e Culturas). *Grade average: 18.5*

2017–2018 1st cycle degree in Electrotechnical Engineering, Escola Superior de Tecnologia e Gestão de Águeda (ESTGA), *Grade Average: 15.68*

All of my projects are available on GitHub [\(1\)](#)! Please do checkout my website for a quick view of some of the most important ones[\(2\)](#)!

Real World Experience

I2TS Mobile App - Scholarship and Dissertation

Instituto de Telecomunicações

React Native and Expo App for Android (view on Play Store) and iOS used to visualize and interact with information, shared using MQTT brokers, exchanged between Intelligent Transport Systems. The application can create DENMs and request V2X services such as Tolling and EV charging. In this project I ended up creating the JS interface for the light sensors and successfully merged the Pull Request into expo-sensors.

Skills learned: Real time vehicular communications, maps applications and performance, usability testing, first contact with map APIs from Google and the importance of standardization.

Log-My-Work Mobile App - Freelancer

Hoterway

App for Android and iOS and website Log-My-Work built with React Native and Expo. It's used within the company to quantify the amount of hours spent by employees in the production line, to attribute production awards.

Skills learned: First experience using Expo and React Native for a mobile application and a website has a freelancer. First contact with firebase!

Audit Waiting - Freelancer

Hoterway

A website for auditing hot water circuits and data visualization of the installed products (an ESP32 project by me). , built with React and hosted on my server with NGINX, a NodeJS API and MariaDB. The hot water circuit can be entirely described using a KonvaJS drawing tool. The drawing is used in the final report created.

Skills learned: Project management, teamwork, managing a server and risk management.

ESP32 Hoterway - Freelancer

Hoterway

An ESP32 project that communicates with LFCs using Modbus. It also provides, initially, an access point and a web interface to setup the initial WiFi connection and it allows for simple data readings. Once connected it starts sending both Heartbeats and sensor messages to an API. The API can also force the ESP32 to update as soon as it connects.

Skills learned: First contact with Arduino. My prior experience was with C and MIPS32 assembly.

My first paper

Instituto de Telecomunicações

This paper was created in the context of my master dissertation. If focus on the relevance of a V2X mobile application in Cooperative Intelligent Systems [\(3\)](#) in producing reliable sensor readings. There are many uses for sensor data collected in real time, specially with ML.

Skills learned: Bettered my Latex skills and learned the value of history versioning on complex and inherently cooperative and peer-reviewed documents.

Contacts

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- BearkillerPT

BDL (Board Description Language) And ABDL (Auto BDL)

University of Aveiro

Language design and implementation of a board game description language and of a programming language to create bots on the games created. Languages built with ANTLR4 in Java and compile to JS (Github link). Skills learned: Power of generated code to automate tasks and the difficulty of producing extensive and clear documentation.

MMO Bots

Python Bots

Metin2 and PokeMMO bots built with opencv and pyautogui. The bots can farm for hours and send notifications, using Gotify, when intervention is necessary. Skills learned: First real project with opencv attempting to apply masks and other algorithms to increase the efficacy of pytesseract. The Metin2 bot also supports multiple clients.

Link Table

- (1) <https://github.com/bearkillerPT>
- (2) <https://bearkillerpt.xyz>
- (3) <https://log-my-work.herokuapp.com/>
- (4) <https://bearkillerpt.xyz>