# Bruno Henriques

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♣ bphenriques.github.io ♠ bphenriques in /in/bphenriques



### **EDUCATION**

### INSTITUTO SUPERIOR TÉCNICO, UNIVERSIDADE DE LISBOA

MSc IN COMPUTER SCIENCE Expected Nov 2016 | Lisbon, Portugal Current Average: 17 out of 20

Thesis in HRI: Rapport - Establishing Harmonious Relationships Between Robots and Humans

Coursework

Advanced Programming
Autonomous Agents
Distributed Applications
Natural Language
Network and Computer Security
Search and Planning
Software Architectures

### **BSC IN COMPUTER SCIENCE**

Finished July 2014 | Lisbon, Portugal Final Average: 17 out of 20

Coursework

Artificial Intelligence Analysis of Algorithms Compilers Computer Networks Logic for Programming Operating Systems

#### **ABBOTSHOLME**

ENGLISH LANGUAGE PROGRAMME August 2010 | Staffordshire, England

# LANGUAGES

Portuguese: Native

**English**: Full Working Level Proficiency

French: Elementar

# **SKILLS**

### **PROGRAMMING**

2-3 years working in:
Java • LISP • Linux • Git • Latex
1 year working in:
Swift • iOS • Python • C • C# • C++
.NET • Unity • HTML • CSS • CocoaPods
< 1 year working in:
Android • SQL • Jekyll • ROS • JS • PHP

Ant • Prolog • Asm • OpenCV • OpenGL

### **EXPERIENCE**

# **ANITA BORG** | GOOGLE SUMMER OF CODE MALARIA-IOS MENTOR March 2016 - Present (5 months) | Online

- Evaluated 6 students proposals regarding their understanding of the project, their engagement, and the proposed timeline;
- Provide guidance and code reviews for the students (Swift).

# **ANITA BORG** | GOOGLE SUMMER OF CODE MALARIA-IOS STUDENT May 2015 - September 2015 (5 months) | Online

- Redesigned and improved the iOS App in Swift with success as it met the required requirements and was nearly identical to the expected design;
- Published 4 open-source CocoaPods modules  $(\underline{1}, \underline{2}, \underline{3} \text{ and } \underline{4})$ ;
- Designed the architecture with a clear separation between presentation, data and logic measured by its **testability**, **modularity** and **readability**.

### FENIXEDU | IOS DEVELOPER

October 2014 - November 2015 (13 months) | Lisbon

- Developed and released the first official Técnico Lisboa iOS App in Swift used by Portuguese and international students;
- Developed several of the screens currently in production (e.g., payments, curriculum, and settings);
- Integrated the schedule of classes and exams with the native calendar;
- Streamlined the process of mapping the REST endpoints onto objects by abstracting the data synchronisation and separating it from the presentation layers, measured by the reduced code to expand and maintain the app.

### RESEARCH

### GAIPS INESC-ID | SUMMER INTERNSHIP

July 2014 - August 2014 (2 months) | Oeiras

- Developed an emotive agent on Robot **Baxter** to manipulate randomly placed objects using **ROS** and **OpenCV** (▶ 4G643DbAGfg);
- Consolidated the architecture as measured by its **maintainability** and **reusability** by streamlining the launcher, by abstracting the facial features generation, and by refactoring the algorithm to support unlimited patterns.

# UNIVERSITY EXTRACURRICULAR WORK

# INSTITUTO SUPERIOR TÉCNICO | MEIC COURSE DELEGATE

October 2014 - November 2015 (13 months) | Lisbon

- Promoted the quality of MEIC courses, ensuring that the teaching methods were effective and according to Técnico Lisboa's regulations;
- Solved **conflicts** between students and professors by **negotiating** solutions that benefited both parties.

# INSTITUTO SUPERIOR TÉCNICO | Incoming Students Mentor

September 2012 - September 2013 (12 months) | Lisbon

Provided guidance to new incoming students during their first days at the campus.

### **AWARDS**

March 2016	8th place (out of 13)	<u>Unbabel</u> NLP Challenge
2012-2013	Performance Award	Volunteer Work at Natura Observa
2011-2013	Academic Award	Instituto Superior Técnico