

EDUARDO SANDALO PORTO

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SUMMARY

Interested in software engineering, programming language research and application, and formal methods.

WORK EXPERIENCE

Higher Order Company

March 2024 - December 2024

Software Engineer

- Worked on automatic parallelism for the Bend programming language ([18k stars on GitHub](#)).
- Worked on internals of the HVM parallel virtual machine ([11k stars on GitHub](#)).

Catholic University of Leuven (KU Leuven, Belgium, Remote)

July 2022 - December 2022

Research Internship on AI and Programming Languages

- Research project to improve an implementation of the back-propagation algorithm.
- Used Haskell and multi-stage programming to achieve up to 5.7x speedup in automatic differentiation.

Sinch

January 2020 - April 2021

AI & Software Engineer Intern - fully hired in December 2020

- Designed and deployed AI based systems for chatbots through machine learning, image processing, computer vision, and natural language processing.
- Developed back-end systems in the cloud using AWS and GCP with Python, TypeScript, and Rust.
- Developed a system for complex document classification and recognition with over 95% accuracy.

EDUCATION

University of São Paulo (USP, Brazil)

January 2020 - January 2025

B.Sc. in Computer Science

- Attended the Principles of Programming Languages (POPL25) conference in Denver, CO. Jan. 2025
 - Fully funded by the Programming Language Mentoring Workshop (PLMW) scholarship.
- Exchange program to **Charles University in Prague**, Czech Republic. Sep. 2023 - Feb. 2024
 - Studied programming language theory, design, and implementation.
 - Fully funded by the AUCANI-USP Academic Excellence Scholarship.
- Co-lead in R&D at **Turing USP**, a student research group on AI. 2022
- Organized the **13th Week of Computing** at IME-USP. 2022
- Teaching assistant on Fundamental Concepts in Programming Languages (MAC0316). 2022
- Teaching assistant on Principles of Algorithm Design (MAC0122). 2021
- Taught competitive programming classes on BixCamp 2021 for **MaratonUSP**. 2021

COTUCA - Unicamp

January 2017 - December 2019

Technical / Associate's Degree in Informatics

- Teaching Assistant from 2018 to 2019 in the Informatics course.

RELEVANT PROJECTS

Assistive Technology for Colorblind People

2019

Android; Rust, Java, Renderscript

- Won first place at **Sedcitec Jr 2019**.
- Used image processing and computer vision to help colorblind people with color-focused activities.
- Three main tools: color identification, color filtering, and substitution of colors to patterns (improving understanding of maps and charts).

SKILLS

Languages	English (fluent), Portuguese (native), Spanish (intermediary), German (basic)
Fields	Software Engineering, Back-end, Functional Programming, Systems, R&D, AI
Programming	Rust, Haskell, Python, C, C++, JavaScript, TypeScript, Java, Kotlin, ...
Cloud	AWS, Google Cloud Platform
Soft Skills	Problem-solving, Teamwork, Versatility, Communication, Leadership, Reliability
Others	SQL & NoSQL, Git, Linux & Operating Systems, System Design

RELEVANT EXTRACURRICULAR

Brazilian ICPC Summer School 2022	Brazilian Computer Society & Unicamp - 2022
Course on Pure Functional Programming and Applications	University of São Paulo, IME - 2021
Course on Type Driven Development	Federal University of ABC - 2021
Python for Natural Language Processing	University of São Paulo, ICMC - 2021
Neuroscience course at the São Paulo Brain Bee	Albert Einstein Israelite Hospital - 2019
Neuroscience course taught by the Faculty of Medical Sciences	Unicamp - 2019
Mini-course on Artificial Intelligence	Unicamp, SeEMTeC - 2018