EDUARDO SANDALO PORTO

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Willing to relocate & remote work & From São Paulo - SP, Brazil

https://github.com/edusporto https://linkedin.com/in/edusporto/

SUMMARY

Interested in software engineering, AI, parallel and efficient computing, functional and systems programming, critical systems, programming languages, solving problems, and learning new things.

WORK EXPERIENCE

Catholic University of Leuven (KU Leuven, Belgium)

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

Artificial Intelligence & Software Engineer Intern - fully hired in December 2020

- · Designed and deployed artificial intelligence based systems for chatbots through machine learning, image processing, computer vision, and natural language processing.
- · Developed back-end systems on the cloud using Google Cloud Platform and AWS with Python, Type-Script, and experimental projects with Rust.
- · Developed a system for document classification and recognition with over 95% accuracy and better legibility than the previous method.
- · Worked on projects with three new companies that decided to expand their partnership with Sinch.

EDUCATION

University of São Paulo (USP)

January 2020 - December 2024

B.Sc. in Computer Science

- · Co-lead in R&D at **Turing USP**, a student research group on Artificial Intelligence.
- · Organized the 13th Week of Computing at IME-USP.

c) 2022

- · Teaching assistant on Fundamental Concepts in Programming Languages (MAC0316). 2022
- · Teaching assistant on **Principles of Algorithm Design** (MAC0122).

2021

2022

 \cdot Taught algorithm classes on BixeCamp 2021 for ${\bf Maraton USP}.$

2021

COTUCA - Unicamp

January 2017 - December 2019

Technical Course / Certificate on Informatics

· Teaching Assistant from 2018 to 2019 on the Informatics course.

RELEVANT PROJECTS

Algebraic Methods for Creating and Reasoning about Programs

2022

Haskell

Advised by Professor Tom Schrijvers @ KU Leuven

· Uses mathematics and abstract algebra to define and improve automatic differentiation algorithms.

Multi-platform NES emulator

2022 - 2023

Rust, 6502 Assembly

Native and WebAssembly implementation of an NES emulator from the ground up.

Assistive Technology for Colorblind People

Android; Rust, Java, Renderscript

· Won first place at **Sedcitec Jr 2019**. Utilizes image processing and computer vision to help colorblind people on color-focused activities. Consists of three main tools: color identification, color filtering, substitution of color to geometric patterns (with the intent to help 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** Python, C++, C, JavaScript, TypeScript, Java, Kotlin, Rust, Haskell, ...

Cloud AWS, Google Cloud Platform

Tools Adobe Creative Cloud, MS Office, LibreOffice, Kdenlive

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 Application	ons 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 S	ciences Unicamp - 2019
Mini-course on Artificial Intelligence	Unicamp, SeEMTeC - 2018

2019