

# EMA MARTINS

Informatics and Biomedical Engineering Student

## CONTACTS

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📧 @ema-12-martins

in Ema Martins

## HARD SKILLS

### Computer Languages/Frameworks

Python	●●●●●●
C	●●●●●●
Haskell	●●●●●●
Java	●●●●●●
SQL	●●●●●●
NoSQL	●●●●●●
JavaScript	●●●●●●
Vue.js	●●●●●●
HTML/CSS	●●●●●●
Pug	●●●●●●
VisualBasic	●●●●●●
C++	●●●●●●
C#	●●●●●●
.NET	●●●●●●
Latex	●●●●●●
Prolog	●●●●●●

### Software & Tools

Markdown	●●●●●●
Visual Paradigm	●●●●●●
SolidWorks	●●●●●●
Figma	●●●●●●
Office	●●●●●●
Matlab	●●●●●●
Typst	●●●●●●
Docker	●●●●●●

### Languages

Portuguese: Native  
English: Independent  
Spanish: Independent  
French: Basic

## SOFT SKILLS

Self-taught

Friendly

Resourceful

Charismatic

Creative

Persistent

Dedicated

## EDUCATION

### High school Degree

September 2017 - June 2020

Escola Secundária Camilo Castelo Branco, V.N.Famalicão

Finished with a 18.5/20 average

### Bachelor's Degree in Biomedical Engineering

September 2020 - Present

Universidade do Minho, Braga

Currently in the third year of the bachelor's degree

### Bachelor's Degree in Informatics Engineering

September 2022 - Present

Universidade do Minho, Braga

Currently in the third year of the bachelor's degree

## RELEVANT PROJECTS

### ATP Project

The "Algorithms and Programming Techniques" project, implemented in Python, involves manipulating data from JSON files using various data structures and executing queries using a graphical user interface to display information related to films and actors.

### LI1 Project

The objective of the "Informatics Labs I" project is to create a game similar to Crossy Road. The game in Haskell provides the user with an interface to play the game individually or with two players, featuring dynamically generated maps and a scoring system.

### IPM Project

The objective of the "Person-Machine Interface" project is to create an interface for an auto repair shop, specifically designed for the mechanics who work there. With this interface, mechanics can perform services, put services on hold, access personal information, and provide explanations for why certain tasks cannot be completed. It is implemented using HTML, CSS, and JavaScript, assisted with Vue.js, and using a JSON Server to store the information.

## PARTICIPATIONS IN EDUCATIONAL PROGRAMS AND ACTIVITIES

- 2018 - Federated in basketball at Ribeirão Club
- 2018 - Erasmus+ Project - Differences - Survival Camp - Support to reintegration of young people with disabilities
- 2019 - Escola de Verão de Física 2019 - Course in relativity, quantum mechanics and nanotechnology held by FCUP
- 2022 - Volunteering to teach extracurricular classes to children aged 6 to 9
- 2022 - Erasmus+ Project - ANIMA 2022 - International meeting of sociocultural animation
- 2023 - Vice-president of Literatuna, Tuna de Letras da Universidade do Minho (University Musical group)