

# GONÇALO PEREIRA

## SOFTWARE DEVELOPER

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## SUMMARY

Software Developer with expertise in low-level programming (**C, C++**, systems, networking) and full-stack development using **Python (Django)** and **JavaScript**. Skilled in algorithms, memory management, and API integration, with experience in **PostgreSQL** and Agile workflows. Focused on building efficient, scalable solutions across both system-level and web applications.

## WORK EXPERIENCE

### 42 Lisboa

Student supervisor

- Assisted in the entry procedure of students during the Piscine (intensive selection process)
- Evaluated and graded student projects, ensuring code quality and adherence to requirements
- Coordinated regular meetings with staff to review student progress and implement engagement strategies
- Delivered presentations to groups of 100+ students explaining school rules and processes, and regularly organized cooldown events to promote engagement and well-being.

Lisbon, Portugal

JUL/2024 - OCT/2024

### 42 Lisboa

School Outreach Representative

- Delivered presentations at local high schools to 300+ students promoting 42 Lisboa's innovative learning model
- Represented 42 Lisboa at outreach events, increasing awareness and interest in the school's program

Lisbon, Portugal

JAN/2025 - MAY/2025

## EDUCATION

### 42 Lisboa Software Development

Part of the prestigious 42 network, ranked among the top institutions for innovative education in the WURI (World's Universities with Real Impact) ranking.

Lisbon, Portugal

OCT 2023 - MAY 2025

### 42 ADVANCED Systems and kernel

This 42 specialization focuses on understanding and building the core of computer systems, providing students with the skills to work with operating systems, kernel development, and low-level programming. It emphasizes efficiency, stability, and a deep knowledge of how hardware and software interact.

Lisbon, Portugal

JAN 2025 - PRESENT

## PROJECTS

### Transcendence | JavaScript, CSS, HTML, Python

JAN 2025

- Developed a full-stack SPA for real-time multiplayer Pong using Django and JavaScript, with PostgreSQL for data management
- Implemented WebSocket-based chat and game functionalities for low-latency user interactions and real-time gameplay
- Integrated secure user authentication with OAuth2 (42 API) and JWT, including two-factor

### Minishell | , C/C++

JAN 2024

- Developed a Unix-like shell in C, replicating core Bash functionalities, including command execution, piping, and redirection
- Implemented process management using fork and exec system calls for efficient command handling and environment variable management
- Designed a parser for user input, supporting complex command syntax and error handling for robust shell interaction

## LANGUAGES

- Portuguese (Native)
- English (Fluent)

## SKILLS

- C/C++
- HTML, JavaScript, CSS
- Python, Java
- Bash

## TECHNOLOGIES

- Git, Docker
- Unix, Windows
- React, Django
- Vscode, Unity