



# GONÇALO PEREIRA

## SOFTWARE DEVELOPER

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 Lisbon, Portugal

 [LinkedIn](#)

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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
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