



# GUILHERME PINHEIRO

## ELECTRONICS & AUTOMATION ENGINEER

### PROFILE:

I'm an engineer who is passionate about cars, racing competition and the development within robotics. I am highly disciplined person with strategic thinking and a sensitive understanding of demands within daily basis. This allows me to guide my performance with basic principles such as collaboration, organization and teamwork.

### SKILLS:

- Adaptation & Flexibility
- Creativity
- Organization
- Problem Solving
- Strategic Thinking
- Teamwork

### LANGUAGES:

#### SPEAKING

- Portuguese (Native)
- English (B1)
- Spanish (A2)

#### COMPUTER

- C & C++
- Python
- HTML

### DETAILS:

**Date of birth:** 13/11/1999

**Nationality:** Portuguese

**Address:** Vila Nova de Famalicão, Portugal

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**GitHub:** @gppinheiro

**LinkedIn:** linkedin.com/in/gppinheiro

**Website:** gppinheiro.github.io

### EDUCATION :

#### FEUP - FACULDADE DE ENGENHARIA DA UNIVERSIDADE DO PORTO

*September 2017 - Present*

##### Master in Electrical and Computers Engineering

- Current Year: 3
- Field of Studies: Electronics & Automation

### EMPLOYMENT HISTORY:

#### SUMMER INTERNSHIP

*Bosch Car Multimedia, Braga | July 2017*

I had the opportunity to interact with several types of engineers, such as informatical, electrical and mechanical engineers. This allowed me to decide what I wanted to study and what I aspire to follow in the future. Besides, some of my personal skills, like communication, project management, planning and strategic thinking were also improved.

#### SUMMER INTERNSHIP

*CEIIA, Matosinhos | July 2015*

Name: "Os compósitos no automóvel e na aeronáutica" (PT). Throughout two weeks, I had the opportunity to get to know some CEIIA's projects and to learn about polymers. This summer internship was a collaborative work with my 5 colleagues in order to prepare us for next year's F1 IN SCHOOLS competition.

### EXTRA-CURRICULAR ACTIVITIES:

#### UVT - UNDERWATER VIDEO TRACKING PROJECT

*FEUP | October 2018 - Present*

Team formed by 3 elements. The project consists of creating a rail system for filming and treatment of a submarine's image, controlled by a person outside the water tank.

#### SPORT

*Find more on my website.*