

Guilherme Vieira Pinto

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 Porto, Portugal

 13 de dezembro de 1994

 Carta de Condução B1, B

Academic Education

INTEGRATED MASTER IN INFORMATICS AND COMPUTER ENGINEERING | 2013-2018

Faculdade de Engenharia da Universidade do Porto

GPA | 16

Work Experience

TEACHING ASSISTANT | FEB 2017 – CURRENT

Faculdade de Engenharia da Universidade do Porto

Upon two semesters of teaching assistance, received a similar proposal to keep the activity in 2017. In the Computer Graphics course is to teach the students how to develop 3D scenes, building various geometric objects with simple animations. In these workshops, my duty was to support the teacher by monitoring the process of the students' work.

TEACHING ASSISTANT | SEP 2016 – JAN 2017

Faculdade de Engenharia da Universidade do Porto

Assistant during the practical classes of a course. The purpose of the Graphical Interfaces Laboratory course is to teach the students how to develop complex 3D scenes, creating a complete game with animations, shaders and an intuitive user interface. In these workshops, my duty is to support the teacher by monitoring the process of the students' work.

TEACHING ASSISTANT | FEB 2016 – JUN 2016

Faculdade de Engenharia da Universidade do Porto

Assistant during the practical classes of a course. The purpose of the Computer Graphics course is to teach the students how to develop 3D scenes, building various geometric objects with simple animations. In these workshops, my duty was to support the teacher by monitoring the process of the students' work.

Personal Skills

INFORMATICS

INTEGRATED MASTER IN INFORMATICS AND COMPUTER ENGINEERING

Faculdade de Engenharia da Universidade do Porto

Scientific: Mathematical Analysis, Numeric Methods, Statistics and Physics.

Informatics: Computers Architecture, Operating Systems, Computer Networks, Software Engineering, Computer Graphics, Artificial Intelligence, Compilers and Advanced Systems of Databases.

Languages: Java, C, C++, C#.NET, HTML, CSS, JavaScript, PHP, ProLog, SQL, TypeScript.

Technologies: Visual Studio Code, Visual Studio IDE, Eclipse, IntelliJ, Android Studio, Git, NodeJs, AngularJs, Angular2, Ionic (1, 2).

NIAEFEUP RECRUIT | INFORMATICS CORE OF FEUP'S STUDENTS ASSOCIATION

Faculdade de Engenharia da Universidade do Porto

Development of projects, tutorials and workshops. At the moment, I'm assigned to the Exam Calendar project, a web application for executive use to generate the best distribution of curricular exams, given a set of constraints.

Technical Experience

ACADEMIC PROJECTS

MEERKATS GRAPHICAL APPLICATION | SEP 2015 – JAN 2016 | DEVELOPER

Faculdade de Engenharia da Universidade do Porto

Project aiming to develop a 3D interface in WebGL of a board game originally implemented in ProLog., called Meerkats. The objective was to create a system capable of interacting with ProLog and remotely call the methods to implement the game's mechanics, developing an intuitive and appealing interface.

MULTIPLE CHOICE EXAMS PLATFORM | JAN 2016 – JUN 2016 | DEVELOPER

Faculdade de Engenharia da Universidade do Porto

Develop, from scratch, a web platform to create, manage, share and analyse multiple choice exams. There were different types of users with different permissions. Exams could be public or private and be shared with a link or invite. These could also have a variate number of questions and each question could have a variate number of possible answers with different appreciation. Provided the results of an exam, the users in charge could observe details through graphics and specially structured tables.

SAGE CLUB APP | JAN 2017 – CURRENT

Faculdade de Engenharia da Universidade do Porto

In the ambit of Project Management Laboratory, my duty is to follow my company's teams and provide them with the best technology options as an elected CTO. Also, I'm assigned to one of the teams as a developer, implementing a mobile application for Sage. The course involves developing entrepreneur skills as well as team and project management.