

# Guilherme Vieira Pinto

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🏠 Porto, Portugal

👤 13<sup>th</sup> december of 1994

🚗 Driver Licence B1, B

## Academic Education

MASTER IN INFORMATICS AND COMPUTERS ENGINEERING | 2013 – 2018

Faculdade de Engenharia da Universidade do Porto

Current Average Grade | 16 values

## Work Experience

TEACHING ASSISTANT | SEP 2016 - CURRENT

Faculdade de Engenharia da Universidade do Porto

Assistant during the practical classes of the 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 | MAR 2016 – AUG 2016

Faculdade de Engenharia da Universidade do Porto

Assistant during the practical classes of the 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

MASTER IN INFORMATICS AND COMPUTERS 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, JavaScript, HTML, CSS, PHP, Prolog, SQL, Angular, NodeJs.

Technologies: Visual Studio, Eclipse, IntelliJ, Android Studio.

NIAEFEUP MEMBER | 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

COMPUTER'S LABORATORY - BOMBERMAN

Faculdade de Engenharia da Universidade do Porto

Development of a complex project, written in C language, started by the creation of each hardware driver, followed by the structure of the game, with animations and the associated logic.

GRAPHICAL INTERFACES LABORATORY – MEERKATS GAME

Faculdade de Engenharia da Universidade do Porto

Development of an advanced WebGL application, designing and building a board-game, based on a 3D environment, with custom objects and animations. This project was subject of demonstration at '*Semana Profissão: Engenheiro*', in FEUP.

DATABASES AND WEB LABORATORY – MULTIPLE ANSWERS EXAMS

Faculdade de Engenharia da Universidade do Porto

Web application designed for the purpose of generating and answering specific exams with multiple questions, including detailed documentation about the many different features implemented.