JOÃO ALVIM

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EDUCATION

Secondary Education in Sciences

September 2017 – June 2020

Escola Secundária Alberto Sampaio

Secondary Education in Music – 8th Grade in Piano

September 2017 – June 2020

Conservatório Bomfim

Master's in Computer Engineering

October 2020 – October 2025 (5th year)

University of Minho

Erasmus - Master's in Computer Engineering

October 2024 – March 2025 (1 semester)

Ghent University, Belgium

TECHNICAL SKILLS

Languages: Portuguese (fluent), English (B2 exam)

Programming: Haskell, C, C++, Python, Java, TypeScript, JavaScript, IATEX, Machine Learning, SQL, Linux, VIM

WORK EXPERIENCE

Summer Internship at DESY – German research center operating particle accelerators Summer 2024, 2 months

Developed a monitoring dashboard for ASAPO – high performance distributed streaming platform.

Programming Tutoring to Undergraduates

2022 - 2025

Taught Haskell and C to 4 and 5 students, Natural Language Processing with Python to 1 student, and statistics with R.

Coach at Chess Club, University of Minho

2022 - 2024

Elementary Chess Teacher

Sep 2023 – Jun 2024

Technician in High-Altitude Work

2 week

Monitor at Diver Lanhoso Adventure Park

2 weeks

VOLUNTEER EXPERIENCE

Co-Founder & Member – Camerata Minhota (Chamber Music Group, University of Minho)

2023 – Present

Organizer – Coderdojo Braga

2020 - 2023

Collaborator – Recriativo do Núcleo de Estudantes de Engenharia Informática

2021 - 2022

PERSONAL PROJECTS (AVAILABLE ON GITHUB)

QForms – QuickForms is a self-hosted local form generation tool designed as an alternative to proprietary services like Google Forms, python module on pypi.

shipslogs – Simplifies keeping records of screenshots during events.

Chess-Heatmaps – Represent chess moves as heat maps in Python.

cbirds – Python module demonstrating combinator birds in point-free style.

chessredditstories – Automated content creation that generates reels combining chess gameplay with Reddit stories.

Instagram Puzzles Generator – Automates generation of chess puzzle images for Instagram.

datalist – Implementation of all functions in Haskell's Data. List module.

personal website – Website made with html and bootstrap, with my own static blogs generator running on a github action

AWARDS

2nd place – SEI 2021 Hackathon (shipslogs)

1st place – SEI 2025 Programming Competition

EXTRACURRICULAR ACTIVITIES

Led a Cat Rescue Mission – Rescued a cat trapped for six days in a 15-meter tree. News Article

Federated Athlete – Chess and Climbing

Hackathon Participation – Bugsgyte 2023 (Academic Community tool for exchanges of services), Bugsgyte 2025 (Accelgrading - AI tool to help teachers generating assignments)

Conference Attendance – IFL 2023 (Implementation and Application of Functional Languages)