




# JOÃO ALVIM

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## EDUCATION

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<b>Secondary Education in Sciences</b> Escola Secundária Alberto Sampaio	<i>September 2017 – June 2020</i>
<b>Secondary Education in Music – 8th Grade in Piano</b> Conservatório Bomfim	<i>September 2017 – June 2020</i>
<b>Master's in Computer Engineering</b> University of Minho	<i>October 2020 – October 2025 (5th year)</i>
<b>Erasmus - Master's in Computer Engineering</b> Ghent University, Belgium	<i>October 2024 – March 2025 (1 semester)</i>

## TECHNICAL SKILLS

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<b>Languages:</b>	Portuguese (fluent), English (B2 exam)
<b>Programming:</b>	Haskell, C, C++, Python, Java, TypeScript, JavaScript, $\text{\LaTeX}$ , Machine Learning, SQL, Linux, VIM

## WORK EXPERIENCE

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<b>Summer Internship at DESY</b> – German research center operating particle accelerators Developed a monitoring dashboard for ASAPO – high performance distributed streaming platform.	<i>Summer 2024, 2 months</i>
<b>Programming Tutoring to Undergraduates</b> Taught Haskell and C to 4 and 5 students, Natural Language Processing with Python to 1 student, and statistics with R.	<i>2022 – 2025</i>
<b>Coach at Chess Club, University of Minho</b>	<i>2022 – 2024</i>
<b>Elementary Chess Teacher</b>	<i>Sep 2023 – Jun 2024</i>
<b>Technician in High-Altitude Work</b>	<i>2 week</i>
<b>Monitor at Diver Lanhoso Adventure Park</b>	<i>2 weeks</i>

## VOLUNTEER EXPERIENCE

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<b>Co-Founder &amp; Member</b> – Camerata Minhotra (Chamber Music Group, University of Minho)	<i>2023 – Present</i>
<b>Organizer</b> – Coderdojo Braga	<i>2020 – 2023</i>
<b>Collaborator</b> – Recriativo do Núcleo de Estudantes de Engenharia Informática	<i>2021 – 2022</i>

## PERSONAL PROJECTS (AVAILABLE ON GITHUB)

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<b>QForms</b> – QuickForms is a self-hosted local form generation tool designed as an alternative to proprietary services like Google Forms, python module on pypi.
<b>shipslogs</b> – Simplifies keeping records of screenshots during events.
<b>Chess-Heatmaps</b> – Represent chess moves as heat maps in Python.
<b>cbirds</b> – Python module demonstrating combinator birds in point-free style.
<b>chessredditstories</b> – Automated content creation that generates reels combining chess gameplay with Reddit stories.
<b>Instagram Puzzles Generator</b> – Automates generation of chess puzzle images for Instagram.
<b>datalist</b> – Implementation of all functions in Haskell's <code>Data.List</code> module.
<b>personal website</b> – Website made with html and bootstrap, with my own static blogs generator running on a github action

## AWARDS

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**2nd place** – SEI 2021 Hackathon (shipslogs)

**1st place** – SEI 2025 Programming Competition

## EXTRACURRICULAR ACTIVITIES

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**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)