

# Rodrigo dos Reis Canedo Marques

☎ +351 914 398 959 • ✉ rmarques@fc.up.pt • in rodrigo-marques2  
🔗 RodrigoMarques16 • 🆔 0000-0003-2492-0197

## Research Interests

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**Languages:** Declarative, functional, meta-programming, polymorphism, data types and structures

**Foundations:** Type theory, programming language semantics, logic and program proofs

**Implementation:** Compilers, interpreters, abstract machines

**Analysis:** Type checking, type inference, formal methods, verification, proof assistants

## Education

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**M.Sc., Computer Science (Reliable Computing)**

*Universidade do Porto*

**2019 – 2023**

*Porto, Portugal*

**B.Sc., Computer Science**

*Universidade do Porto*

**2016 – 2019**

*Porto, Portugal*

**High School, Informatics**

*Colégio Internato dos Carvalhos*

**2013 – 2015**

*Porto, Portugal*

## Experience

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**NORTHWIND**

*Gameplay Programmer*

**2021 – 2022**

*Remote*

- Ocean simulation and sailing system amongst other new and overhauled game systems;
- Introduced branches/pull requests/issues to the development process;
- Integration with Microsoft Azure PlayFab.

## Skills and Competencies

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**Languages**.....

**Portuguese:** Native

**English:** Proficient

**Technical**.....

**Languages:** C++, Haskell, Lua

**Development:** Git, GitHub, VSCode

**Systems:** Linux, Window