Rodrigo dos Reis Canedo Marques

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Research Interests

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

M.Sc., Computer Science (Reliable Computing)	**2019 – 2023**
Universidade do Porto	*Porto, Portugal*
B.Sc., Computer Science	**2016 – 2019**
Universidade do Porto	*Porto, Portugal*
High School, Informatics	**2013 – 2015**
Colégio Internato dos Carvalhos	*Porto, Portugal*

Experience

Department of Computer Science – FCUP	**2023 – Present**
Invited Assistant	*Porto, Portugal*

- ○ Teaching programming labs for first year students.
- ○ Introduction to Programming 2023/24 (CC1024)
- ○ Programming Fundamentals 2023/24 (L.EIC003)

NORTHWIND	**2021 – 2022**
Gameplay Programmer	*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

Languages

Portuguese: Native

English: Proficient

Technical

Languages: C++, Haskell, Lua

Development: Git, GitHub, VSCode

Systems: Linux, Window