Rodrigo Marques

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Research Interests

Programming Languages, Type Systems, Semantics, Substructural Logics.

Education

2019 – 2023	**MSc Computer Science (Reliable Computing), University of Porto**
2016 – 2019	**BSc Computer Science, University of Porto**

Employment

2023 – now	**Invited Assistant (University Teacher), University of Porto** Lab instructor for courses in programming and in theoretical computer science.
2021 – 2022	**Gameplay Programmer, NORTHWIND** Developed an ocean simulation and sailing mechanics as an extension to the game. Introduced version control. Integrated game with PlayFab analytics.

Teaching

Fall 2024	**Functional and Logic Programming** *(Haskell, Prolog)* (L.EIC024)
Spring 2024	**Functional Programming** *(Haskell)* (CC1005) **Programming** *(C++)* (L.EIC009)
Fall 2023	**Introduction to Programming** *(Python)* (CC1024) **Programming Fundamentals** *(Python)* (L.EIC003)

Publications

Haskell 2024	**Haskelite: A Tracing Interpreter Based on a Pattern-Matching Calculus** *Pedro Vasconcelos, **Rodrigo Marques*** *Proceedings of the 17th ACM SIGPLAN International Haskell Symposium*

Dissertation

MSc	**Subtyping: Study and Implementation** *Studied type inference for the combination of algebraic subtyping, parametric polymorphism, and row and presence polymorphism.*

Presentations

ML 2022	**Towards Algebraic Subtyping for Extensible Records** ***Rodrigo Marques**, Mário Florido, Pedro Vasconcelos* Extended abstract presented at the ML Workshop at the 27th ACM SIGPLAN International Conference on Functional Programming

Scholarships and Travel Grants

2024 Proof Society International School
International School on Rewriting
Oregon Programming Languages Summer School

2023 EuroProofNet Summer School on Verification Technology, Systems & Applications