

Pedro Mendes

Systems Engineer

Curriculum Vitae

📍: Braga, Portugal | ✉: pedro.mendes.26@gmail.com | 🗣: [mendess](#) | [mendes2526](#)

Skills

Programming: Rust, C, eBPF, C++, Kotlin, Bash, Typescript, Python, Java, C#, Javascript, Ruby, Haskell, Elixir.
Spoken: Portuguese Native, English C2.

Markup \LaTeX , Markdown, Html, CSS.
Databases: SQL (mysql, postgres), NO-SQL (mongodb, neo4j).
Tools: Advanced Git knowledge, Linux, GNU core utils, Docker.

Experience

2019–∞	Open source contributions rust-lang/rust rust-lang/impl-trait-utils libbpf/libbpf-rs serenity-rs/serenity crate-ci/typos waycrate/swtkd bread-graphics/breadx	Github
2023–Now	Systems Engineer @ Cloudflare At Cloudflare I work in the emergent technologies team, making use of eBPF , WASM and other new technologies to develop prototypes for new Cloudflare projects. One of which is the Daphne project, which implements the DAP protocol, with the goal of providing Privacy Preserving Measurements. On this project I was tasked with scaling the existing prototype, making sure it was performant, scalable, observable and correct using Cloudflare's Durable Objects as a distributed strongly consistent database.	Cloudflare
2021-2022	Backend Engineer, Library Developer @ Speechify At Speechify I integrated a team dedicated to rewriting the core of the experiences in the Kotlin Multiplatform stack, which transpiles to ObjectiveC and JS, as well as compiling to jvm bytecode for android, which meant understanding how the different memory models and async runtimes of these 3 ecosystems interact.	Speechify
2021-2021	Full stack and IoT engineer @ Emitu	Emitu

Highlighted Projects

Rust	Scryfall A type safe and complete wrapper around a REST API for fetching and searching for cards from the Magic: The Gathering™ card game.	Crates.io
C	Parallel and Distributed Computing (University project) Successfully used openMP and MPI to develop a blazingly fast, multiprocess system to calculate product recommendations in C.	Repository Grade 19/20
C++ & Go	Internet of Sensors and Actuators (University project) Assembled an arduino with various sensors and one with various leds and established high throughput, low latency and reliable connection between them over the internet	Repository Grade 16/20
C++	Generic Graphics Engine (University project) A generic graphics engine, capable of efficiently rendering any kind of scene defined in an XML configuration file	Repository Grade 20/20
Markdown	ResumosMIEI A collection of notes written in Portuguese to help students study the base concepts of computer science, lectured at University of Minho.	Repository

Education

2019 — Unfinished	Masters in Information Systems and Computer Engineering Forensics Cyber-Security: 16/20 Network and Computer Security: 15/20 Advanced Programming: 18/20	Instituto Superior Técnico Average: 15/20
2015 — 2019	Bachelors in Science of Computer Engineering Informatics Labs (1, 2, 3 and 4) Average: 19/20 Program Calculus: 20/20 Compilers: 17/20	University of Minho Average: 15/20