

# Pedro Mendes

## Systems Engineer

### Curriculum Vitae

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## 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–∞	<b>Open source contributions</b> <a href="#">rust-lang/rust</a> <a href="#">bread-graphics/breadx</a> <a href="#">serenity-rs/serenity</a> <a href="#">bread-graphics/breadx</a>	Github
2023–Now	<b>Systems Engineer @ Cloudflare</b> At Cloudflare I work in the emergent technologies team, making use of <b>eBPF</b> , <b>WASM</b> and other new technologies to develop prototypes for new Cloudflare projects.	Cloudflare
2021–2022	<b>Backend Engineer, Library Developer @ Speechify</b> At Speechify I integrated a team dedicated to rewriting the core of the experiences in the <b>Kotlin Multiplatform</b> 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 (10 months)	<b>Full stack and IoT engineer @ Emitu</b> Emitu offers enterprise-grade Internet of Things (IoT) solutions combining smart sensors and software to gain real-time visibility over asset operations, usage, and status.	Emitu

## Highlighted Projects

Rust	<b>Scryfall</b> 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	<b>Parallel and Distributed Computing (University project)</b> Successfully used openMP and MPI to develop a blazingly fast, multiprocess system to calculate product recommendations in C.	Repository Grade 19/20
C++ & Go	<b>Internet of Sensors and Actuators (University project)</b> 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++	<b>Generic Graphics Engine (University project)</b> A generic graphics engine, capable of efficiently rendering any kind of scene defined in an XML configuration file	Repository Grade 20/20
Markdown	<b>ResumosMIEI</b> 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 — ∞	<b>Masters in Information Systems and Computer Engineering</b> Forensics Cyber-Security: 16/20 Network and Computer Security: 15/20 Advanced Programming: 18/20	<b>Instituto Superior Técnico</b> Average: 15/20
2015 — 2019	<b>Bachelors in Science of Computer Engineering</b> Informatics Labs (1, 2, 3 and 4) Average: 19/20 Algorithms and Complexity: 16/20 Program Calculus: 20/20 Imperative and OO programming: 18/20 and 19/20 (respectively) Compilers: 17/20	<b>University of Minho</b> Average: 15/20