Pedro Mendes

Backend Software Engineer

Curriculum Vitae

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Skills

Programming: Rust, C, 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

2021-2021 (10 months)	**Full stack and IoT engineer** 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
2019–∞	**Open source contributions** rust-lang/rust serenity-rs/serenity bread-graphics/breadx	Github
2019	**SEI: Semana da Engenharia Informática** An event populated with talks and workshops with various companies. I developed the frontend for the event's badge collecting competition.	CeSIUM
2018–Now	**Co-Creator of the official MiEI Discord** A 1000+ member discord community focused on helping new students and sharing knowledge, where I have provided extensive tutoring and helped create a space for new students to feel welcomed and included.	Discord
2018–2020	**Member of CAOS** An open source group at CeSIUM, the software engineering student centre at Minho University.	CeSIUM

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
Kotlin & Rust	**Secure Child Tracking Service (University project)** Developed a secure and easy to use app that allows parents to track where their child is, taking care to not compromise the sensitive data the app needs to work with.	Repository Grade 19/20
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
C++	**Generic Graphic 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

Education

2019 — Now	**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 Algorithms and Complexity: 16/20 Program Calculus: 20/20 Imperative and OO programming: 18/20 and 19/20 (respectively) Compilers: 17/20	**University of Minho** Average: 15/20