# Pedro Amaro

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## EDUCATION

**Faculty of Engineering of the University of Porto,**

Informatics and Computing Engineering

Bsc (3 years) + MSc (2 years)

2014 - Present

Grade as of April 2019: 17/20

## PROJECTS

**Added support for 3D models to OpenStreetMap** — *3dmr.eu*

2017 - Present

Initially began as a Google Summer of Code project in May–August 2017.

In March 2018 launched it as the 3D Model Repository.

Oversee the smooth running of the service, with little downtime.

### Extra Curriculars

### Game Jams

2014 - Present

Created a decentralized game that runs on a block chain in 5 days in 2018.

Participated 3 times in the Ludum Dare competition, ranking 130th overall out of 1493 participants in 2014.

Took part in many short (under 1 hour) game jams, and built 2 multiplayer games in that timeframe, 1 of them using a self-made engine.

### Director at NeCGM

2016 - 2017

Directed the Computer Graphics and Multimedia Students Group at my university.

Hosted a Global Game Jam, an international event, which required finding sponsors and resolving unexpected problems.

## AWARDS

**Google Hash Code** Ranked 543rd out of 6671 participants in the qualification round.

**Jscrambler's Ninja Challenge** Ranked 2nd out of 650 participants.

**International Olympiad in Informatics** Participant.

**National Olympiad in Informatics** Ranked 2nd out of 28 participants in the finals.

## LANGUAGES

Portuguese (Native), English (Fluent), Spanish (Basic)

## SKILLS

Interests: Artificial Intelligence, Computer Vision

Use regularly: Python, JavaScript, Java, C++, SQL, C, HTML5/CSS3

Have used: Keras, OpenCV, Qt, C#, Lua (C library), PHP, Bash, Prolog, GLSL

Programs: PostgreSQL, MariaDB, Redis, Apache, NGINX

Utilities: Git, Vim, SSH, LaTeX