

# 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](http://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