# **Pedro Pontes García**

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#### **Education**

## Cornell University, College of Arts & Sciences

2022 - 2026

B.A. in Computer Science, Mathematics - GPA 4.0

Ithaca, NY

**Relevant coursework:** OOP & Data Structures, Functional Programming, C++ Programming, Prog. Languages and Logics, Computer Game Architecture, Discrete Structures – Honors, Multivariable Calculus, Applicable Algebra

→ Davis UWC Scholar, three times Dean's List

## **United World College Red Cross Nordic (UWC RCN)**

20220 - 2022

IB Diploma Program - IBDP score 44 / 45

Flekke, Norway

#### **Skills**

- → Languages: Python, Java, C++, OCaml, TypeScript, TSX/React
- → Tools and technologies: data science (numpy, matplotlib, D3), git, Unix/Linux, LaTeX, gRPC protocol
- → **Soft skills:** leadership over small and large groups, experience in public-facing positions, experience in team software projects, some experience in academic research, training in first aid and wilderness first response

#### **Academic awards**

## → Norway's National Young Researchers' Award, 2<sup>nd</sup> place

Fall 2021 - Spring 2022

- y 42-page research paper on dynamical modelling of pendulums through ODEs and computational models
- » Worked with research advisor on multiple drafts
- Bronze Medal at Baltic Sea Philosophy Essay Event, twice

Fall 2020, Fall 2021

# **Projects and work experience**

# Software engineering internship at Equinor ASA - Trondheim, Norway

Summer 2024

- → Re-developed frontend of a predictive control tool for offshore applications and carbon capture solutions using TypeScript/React/D3 to create an improved and responsive web interface
- → Built Python-based middleware server with gRPC communication to interface with legacy backend
- → Collaborated with an international team of six, taking on rotational leadership, and proposed new program icon

## Game development in OOP & functional paradigms

Spring 2022 - Spring 2024

- → Took role as programming lead in team of eight for the development of a 2D computer game in Java
- → Led a team of three in the development of a 2D game engine in OCaml using functional programming constructs
- → Actively took responsibility over development, integration, maintenance and testing of core game engine modules

# **Teaching Assistant for Computer Science Department at Cornell**

Spring 2022 - Present

- → Received a private offer to join the department as a teaching assistant for the largest course in the department
- Responsibilities include facilitating lab sessions of 40 students, holding office hours, grading work from students, and holding one-on-one tutoring

# Leadership experience

#### **Executive Board at Cornell Spanish Debate Society**

Fall 2022 - Present

- → Responsible over external communication and recruitment
- Debated in eight tournaments in the US, Canada, Panama and Colombia
- → Multiple awards as debater including top 1 in speaker category at US Novice Nationals 2023

#### **Outdoor Instructor at Cornell Outdoor Education**

Fall 2023 - Present

- → Co-led an academic canoe course including a four-day trip with full responsibility over students' safety
- → Co-led an academic cross-country skiing course over a semester
- → Received training in outdoor education models, risk assessment and management, and educational leadership

# Languages

I speak fluent Spanish, English, and Italian; intermediate French; and elementary Norwegian.