

Pedro Castro

+351 913455559 | falecompedroac@gmail.com | [linkedin.com/in/peucastro](https://www.linkedin.com/in/peucastro) | github.com/peucastro

EDUCATION

Faculty of Engineering of the University of Porto

Bachelor in Informatics and Computing Engineering

Porto, Portugal

September 2022 – Present

EXPERIENCE

Recruit

NIAEFEUP

October 2024 – Present

Porto, Portugal

- Developing a mobile app in Flutter made for students to help them organize their academic life and schedule more easily.
- Developer of the College Student's Association website using Svelte, Tailwind CSS, Kotlin and Spring Boot.

PROJECTS

Pacman | *Java, SOLID Principles*

December 2024

- Developed a text-based adaptation of the classic Pac-Man game using Java.
- Designed the project following SOLID principles for maintainability and scalability.

Water Supply Management Analysis Tool | *Max-Flow Graph Algorithms*

April 2024

- Developed a tool to assist the Management Team of a water supply network in Portugal.
- Implemented Max-Flow Graph Algorithms to analyze network metrics and evaluate resilience.
- Provided insights for resource allocation and identified potential improvements.

L.EIC Schedules Management System | *Schedule Management, Sorting, Searching*

November 2023

- Created a system for managing a course schedule efficiently.
- Implemented tools for modifying, searching, viewing, sorting, and listing schedules.

Image Editing Program | *C++, CLI, Image Processing*

May 2023

- Developed a simple C++ CLI tool for image manipulation operations.
- Implemented features such as cropping, mirroring, inverting, and pasting images.

TECHNICAL SKILLS

Programming Languages: C, C++, RISC-V Assembly, Java, Python, SQL, HTML, CSS, JavaScript, TypeScript, Dart

Software Development: Object-Oriented Programming, Design Patterns, Refactoring, Unit Testing, Debugging, Git

Algorithms and Data Structures: Algorithm Analysis, Algorithm Design, Graph Algorithms

Databases and Data Analysis: SQLite, MySQL, Pandas, Relational Algebra, Database Design