

João Francisco de Castro Pinheiro

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Lisboa, Portugal

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github.com/pineman

www.pineman.win

#### **Technologies**

Linux, C, C++, Python, JavaScript, Node.js, Git, HTML, CSS, Nginx, SQL, Bash, Assembly, Latex, Matlab, Mathematica

#### **Interests**

DevOps, Concurrency, Fault Tolerance, Operating Systems, Distributed Systems, Rust, Erlang/Elixir

# João Pinheiro

Software • Systems • Curiosity

in www.linkedin.com/in/joaocastropinheiro

### **Education**

**Student** 



- Instituto Superior Técnico
- Sep. 2015 Present

4th year Electrical and Computer Engineering.

Favourite courses: Algorithms and Data Structures, Systems Progamming, Linear Algebra, Electronics I, Computer Architectures.

## **Experience**



- Fulltime Intern
- Formula Student Técnico
- Sep. 2017 Jan. 2018

Revamped the team's build tools for PIC microcontrollers, reducing the compilation and programming steps to just one keypress, boosting productivity in the development cycle.

Began a refactoring of the USB-CAN Interface (written in C++/Qt) and allowed its compilation to Windows.

Experienced and was integrated in the team dynamics of a multidisciplinary engineering project, as a fulltime position.



- Collaborator
- HackerSchool
- May 2016 Sep. 2017

Participated in a Passion Project, organized by <u>Identity</u>, entitled  $\underline{r2p}$ . Our team developed a pair of GUI apps (client-server), in C++/Qt, to stream games from a Windows PC to a Raspberry Pi, using FreeRDP.

Codeveloped an LED Matrix. Programmed an Orange Pi as controller, using Python, with a web interface, and an Arduino as driver.

Supported various company events in Técnico, such as workshops and hackathons (e.g. SecThon 2016), working with TT@Técnico.

Helped give a workshop on electronics and soldering during Verão na ULisboa 2016 to students from the 7th to 12th grade.

## **Projects**

Abra A keyboard typing speed game, developed with two colleagues. The players compete and see, in real time, each other's text cursors. Technologies: Node.js, WebSockets, Less, Nginx.

<u>Pinecone</u> Personal Linux server, administered since 2014 as a learning platform. It runs various services, such as HTTP, SMTP, SMB, git, and hosts some friends' sites and respositories.