

# Ricardo Amadeu

Pinhal Novo, Portugal

ricardo.amadeu.work@gmail.com

Personal website |  | 



## Profile

---

An avid learner with a curious mind, enthusiastic about solving complex problems, looking to start my career in software development. During my master's degree, I have developed strong analytical and problem solving skills, as well as a foundational understanding of programming concepts. Eager to integrate an exciting team, learn new skills and actively contribute to optimal solutions.

## Education

---

**MSc in Engineering Physics**, Técnico Lisboa

Sept 2017 – July 2024

- **Relevant Modules:** Programming (C, Linux), Computational Physics (C++, Linux), Quantum Mechanics, Nanotechnologies and Nanoelectronics

## Projects

---

**Personal homepage**

September 2024

- Built my own website from scratch using HTML, CSS and Javascript
- Applied responsive design principles using the flexbox and grid CSS layouts and DOM API

**CKM unitarity puzzle with Abelian Flavour symmetries**

May 2024

*Master Thesis*

- Addressed the Cabbibo angle anomaly with a two Higgs doublet model and an up isosinglet vector-like quark
- Wrote Python modules, using the *Numpy* and *iMinit*, to analyse data and obtain the Thesis main results
- Designed plots to organise data using *matplotlib*

**Physical simulation**

January 2018

- Developed a simulation of two springs attached to a mass, that is itself holding a pendulum.
- Computed numeric solutions using an Euler-Cromer algorithm built in C
- Built a GUI using the GTK+3 C library allowing the user an intuitive control over the simulation

## Certificates

---

- Cambridge Certificate in Advanced English (CAE)

## Skills

---

**Programming:** C, C++, Python, HTML, CSS, JavaScript, Linux

**Languages:** Portuguese (Native), English (Fluent)

## Interests

---

**Sports:** Brazilian Jiu-Jitsu white belt, nature-loving hiker and gym enthusiast

**Music:** Enjoyer of a wide range of musical genres and cultural backgrounds

**Gaming:** Puzzles, grand strategy, action, roguelikes, platformers, RPGs, boardgames... you name it.