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LET'S TALK:

Contact:

- E-mail: rodrigonascimento5b@gmail.com
- Website: <https://www.google.com/search?q=rodrigonascimento1.wordpress.com>
- Localização: Lisboa

SKILLS:

- Java.
- C++.
- Kotlin.
- React.
- HTML.
- JavaScript
- Python

EDUCATION:

BSc in Computer Engineering
Universidade Lusófona, Lisbon | 2024–2027
High School
Centro de Estudos de Fátima | 2016–2024

LANGUAGES:

- Portuguese (Native): ●●●●●
- English (Advanced): ●●●●○
- French (Intermediate): ●●●○○

Rodrigo Nascimento

Computer Engineering Student

PROFESSIONAL OBJECTIVE

To work strategically in the development of innovative technological solutions that positively impact the lives of millions of people. I want to grow as a Computer Engineer in a high-performance environment, leading projects in Artificial Intelligence and cloud computing, with the goal of reaching technical leadership positions and contributing to digital transformation on a global scale.

EXPERIENCE

Universidade Lusófona | 2024

KOTLIN PROGRAMMING PROJECT (CONNECT 4)

- Developed a "Connect 4" game in Kotlin, with a custom mechanic where pieces enter from below the board, simulating gravity.
- Stood out for the creative use of Kotlin and an innovative game-dynamics design, delivering a unique user experience.

Universidade Lusófona | 2024

BOAT RADAR GAME (C)

- Developed a boat radar game in C, focused on logic, positioning, and radar-style feedback.
- Applied structured programming, input validation, and clear game-state management.

Universidade Lusófona | 2025

Board Game Project (Java)

- Built a board game in Java, implementing game rules, turn management, player progression, and event mechanics.
- Strengthened object-oriented programming through clean class design, encapsulation, and modular structure.

Universidade Lusófona | 2025

Cody Programming Contest

- Participated and won a programming contest focused on solving complex problems in Java, emphasizing logic and performance.
- Competed against multiple participants across varied difficulty levels, delivering efficient and well-structured solutions.

ADDITIONAL COURSES / PROJECTS

AI Website Assistants | Universidade Lusófona | 2025

- Built website assistants using AI to support users with information retrieval and interactive help features.

Smart Parking System | Universidade Lusófona | 2025

- Developed an intelligent parking system, integrating sensors/automation concepts and a simple monitoring/control workflow.