Rodrigo Emídio

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About Me

My name is Rodrigo Emídio, and I am a graduated student in Computer Science at University of Porto. My main fields of interest are Data Science, Web Development and Algorithms. In my free time, I enjoy watching TV shows, hanging out with friends and playing video games.

Education

Faculty of Sciences of the University of Porto **Sep 2020 – June 2024**
Bachelor of Computer Science *Porto, Portugal*

Professional Experience

INESC TEC **Oct 2022 – Jan 2023**
Front-End Developer Intern *Porto, Portugal*

- Developed the front-end of a cross-platform mobile application using the Ionic framework.
- Used the INESC TEC API to make HTTP requests with user inputted data.
- Used Git to organize modifications.
- Utilized Capacitor to deploy and test in real time the application on Android.

Volunteer Experience

NUCC-FCUP **Oct 2021 – Present**
Pedagogical Department Coordinator / Treasurer *Faculty of Sciences of the University of Porto*

- Organized formal activities undertaken by the student nucleus such as workshops and lectures, which helped me develop leadership and work management skills.
- Managed the nucleus' accounting, which helped me increase my knowledge in the finantial field and hone my leadership capacity.

University Projects

Parliament Database | *SQL, Python* **Nov 2021 – Dec 2021**

- Modeled a database to store data related to a fictitious version of the Portuguese Parliament.
- Utilized Flask and PyMySQL libraries to build a web app that interfaces with the developed SQL database.

Pascal-0 Compiler | *Haskell* **Nov 2022 – Dec 2022**

- Developed a compiler for a subset of Pascal, that reads source code and generates the corresponding MIPS assembly code.
- Used Alex to generate the Lexer and Happy to generate the Parser.

The Nim Game | *HTML/CSS, JavaScript* **Oct 2022 – Dec 2022**

- Developed a web version of the Nim Game.
- Front-end implementation of a single-page application.
- Implemented a Node server and configured HTTP requests to allow players from different machines play together.

Classification Algorithms Performance | *Python* **Mar 2023 – May 2023**

- Measured the performance impact of a classification algorithm by changing its preference criterion.

Concurrent Sets | *Java* **May 2023 – Jun 2023**

- Concurrent implementation of sets based on hash sets.
- Used concurrency techniques such as synchronized blocks, atomic operations, and various types of locks to assure mutual exclusion and guarantee smooth read-write operations.
- Used STM to simplify concurrency operations.

Skills

Technologies: C, C++, Excel, Git, HTML/CSS, Haskell, Java, JavaScript, Linux, LaTeX, Markdown, Python, React, SQL
Communication: Portuguese (Native), English (B2), Spanish (B1)