



Rui Melo

Computer Science and Engineering
Master Degree Student

Skills

Python



Java



C++



C#



Portuguese

Native



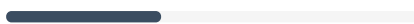
English

B2



Spanish

Basic



Interests

- ▶ Basketball
- ▶ Music
- ▶ Movies
- ▶ Finance

Contact

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in <https://www.linkedin.com/in/rui-melo/>

Profile

Passionate about Artificial Intelligence and Games Development. I always try to learn more and improve each day in everything I do from programming to playing sports.

Employment History

Prime College Ambassador

Nov 2018 – Jul 2019

Prime IT, Porto

As a Prime College Ambassador, my main function was to represent Prime IT at CLSBE. We had a unique attitude and distinctive culture based on the happiness of the amazing team of IT experts, that allowed us to achieve continuous growth and success.

Summer Internship

Jul 2021 – Aug 2021

Critical Software, Coimbra

As a summer intern, I was selected for a group of 15 students from over 200+ candidates. It was my first contact, as a developer, with a big company. We interacted with testing frameworks and developed Python scripts to automate the testing. We also had activities in C and we worked on a simple Kafka Project (Java).

Education

Bologna Master Degree in Computer Science and Engineering

Sep 2020 – Present

Instituto Superior Técnico, Lisbon

Major: Game Development; Artificial Intelligence
Minor: Computational Mathematics Applied to Finance

Bachelor's degree at Computer Software Engineering

Sep 2017 – Sep 2020

University of Aveiro, Aveiro

FCE

Aug 2018

University of Cambridge

Volunteering

Member at Erasmus Student Network

Sep 2018 – Jan 2020

Aveiro

External Collaborator at Núcleo Estudantes Informática

Nov 2018 – Feb 2019

Aveiro

Front of House Assistant at Web Summit

Nov 2018

Lisbon

Projects

Captivity

2D Game, co-op medieval adventure game for Windows PC with a bird's-eye view perspective. 4 team members. I was responsible for structuring the project and implement modules to be used when constructing levels.

Unity, C#

Feb 2021 – Jun 2021

Self-driving Agents Adapting to a City

3D Simulation of a small City where uber/taxi drivers would learn where to position themselves better to maximize their profits. 3 team members. I was responsible for structuring the project, implement the overall backend and q-learning reinforcement learning algorithm.

Python, Pygame, Numpy

Apr 2021 – May 2021

MNIST Study

Use of different neural network architectures on the test set of the famous MNIST data set. Individual. I was responsible for creating the models and study their performance in order to create a paper

Colabs Notebooks, Python, TensorFlow (Keras)

May 2021 – Jun 2021

Chess with Reinforcement Learning

3D Chess Game with Agents that would learn through reinforcement learning. Individual. I was responsible for structuring the project, create the functional game with menu and make use of ML-Agents package to train the agent by making it play against itself and visualize the process using TensorFlow

Unity, C#, ML-Agents, TensorFlow

Dec 2020 – Jan 2021

Compute Flow

Software able to provide an intuitive and interactive Interface for flow programming. 4 team members. I was responsible for creating the UI using Svelte and Typescript

Svelte, Typescript, NPM, electron

Jan 2020 – Jun 2020