

Guilherme Fernandes

Software Engineering Student

Curriculum Vitae

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Skills

Programming: Rust, Haskell, C, C++, Python, Java, Bash, **Databases:** SQL, PostgreSQL, MongoDB.
Javascript, Elixir.

Spoken: Portuguese Native, English C2, Spanish.

Tools: Git, Unix, Docker, gRPC, GraphQL.

Experience

2020 - 2022	Mentor Non-profit that aims to teach young people how to code.	CoderDojo
2022	Backend Dev Intern Worked with a team to improve the backend code and introduce new features. Final grade of 5/5.	Uphold
2022 - Now	Researcher Working on distributed storage systems.	HASLab

Highlighted Projects

C++	solaris A 3D engine and model generator written on top of OpenGL.	
Python	Koala Template Language inspired by Pandoc.	Grade: 20/20
Python	yaPP PreProcessor for HTML and LaTeX.	Grade: 20/20
Java	Smart Link Application to manage houses with smart devices	Grade: 19/20
Python	Raft Raft implementation with a leaseholder and read quorums	Grade: 18/20
C++/Rust	mtr Applications that aims to reproduce filesystem metadata operations.	

Education

2019 - 2022	Bachelors on Software Engineering	University of Minho Average: 16
2022 - Now	Masters on Software Engineering - Formal Methods and Distributed Systems	University of Minho