

Eliseu António Pinto Amaro

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EDUCATION

UNIVERSITY OF PORTO

BSc in Computer Engineering Sciences
Faculty of Sciences
2017-09-18 to 2021-07-30

COURSEWORK

advanced algorithms
computation theory
computer networking
digital signal processing
functional programming
intelligent systems
interaction design
numerical analysis

SKILLS

TECHNOLOGIES

Java, Haskell, C, PHP
JS, HTML, CSS, Git
Unix, Godot, Blender
MATLAB, L^AT_EX, GIMP
ffmpeg, Krita, Inkscape

LANGUAGES

Portuguese (mother tongue)
English (fluent)
French (medium)

EXPERIENCE

FRONTEND DEVELOPER

GNU social v3 Frontend
2020-05-01 to 2020-09-06

Designed and implemented a new, accessible, modern-looking user interface for GNU social, worked on the project as part of the GNU Summer of Code 2020. GNU social is a free social networking platform that enables both private and public decentralized communications. As part of the GNU project, I benefited from a large and multicultural community, which provided valuable feedback. By working in a project of such a scale, I developed team working and web development skills.

CONTESTS

EBEC PORTO 24H - TEAM DESIGN

Faculty of Engineering, University of Porto
2019-03-16 to 2019-03-18

A 24 hours contest of engineering and related techniques applied to automation, instrumentation and control. With my team, we've had to develop a Rube Goldberg machine with the purpose of hoisting a flag. We've scored 18 out of 20, therefore being one of the ten teams who've got to the podium. There was a total of forty teams participating in the contest.

RETRO GAME JAM 2019

IEEE University Porto Student Branch, Faculty of Engineering, University of Porto
2019-11-30 to 2019-12-01

A 48 hours game jam with a focus on more retro art-styles, the theme given was "space". Designed the user interface and created all art assets for our game, Cyber Trucker. The Retro Game Jam '19 itch.io page can be seen here: <https://itch.io/jam/retro-jam-2019>.