Bruno Mendes, Software Engineer

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in bdmendes

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Employment History

Class Assistant, Faculty of Engineering of the University of Porto. Provided in-class assistance to students and lectured on some topics about the C language.

Research and Development Intern, Quorum Born IT. Replaced a legacy code generator with a modern Kotlin DSL, enhancing the system's performance and maintainability.

Software Engineer Intern, Synopsys. Contributed to the development of open-source and proprietary debugger tools for ARC processors in C++.

Education

M.Sc. Informatics and Computing Engineering in the Faculty of Engineering of the University of Porto. Thesis title: Deep Reinforcement Learning for Real-Time Scheduling. Expected score: 17/20.

2019 – 2022 **B.Sc. Informatics and Computing Engineering** in the Faculty of Engineering of the University of Porto. Score: 17/20.

Skills

Languages Portuguese: Native. English: C1 (self-evaluation).

Programming Languages C, C++, Rust, Dart, Java, Kotlin, Python, JavaScript, Languages ...

Software Frameworks | Flutter, Laravel, Spring Boot, VueJS, Jekyll, ...

Miscellaneous Experience

Achievements

2019, 2021 Chess District Champion. Braga U18 and Porto U20 (classical time control).

2012-2016, 2018-2019 **Excellence Student.** Middle and High School Awards.

Activities

Team Leader, NIAEFEUP. Led the development team responsible for the maintenance and improvement of the branch's mobile app for the community, *uni*.

Head of Projects, NIAEFEUP. Integrated the branch's board, setting up a common working strategy for the different projects.

Event Organizer, NIAEFEUP. Contributed to the organization of *Semana de Informática*, the annual conference organized by the branch for the community.

Personal Projects

2023 - · · · Camel. A bitboard chess engine in Rust.

2024 - · · · Tâmegasousa.pt. A local news platform app in Flutter.