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**EDUCATION**

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**The University of Edinburgh***Erasmus+ Exchange Programme*

Bioinformatics, Extreme Computing, Robotics: Science and Systems, Social and Technological Networks.

Scotland, UK

*September - December, 2016***Faculty of Engineering at University of Porto***BSc./MSc. in Informatics and Computing Engineering*

Portugal

*2012 - 2017*

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**EXPERIENCE**

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**The University of Edinburgh***NASA's Valkyrie - Masters Dissertation*

Scotland, UK

*January - June, 2017*

- Worked closely with a team of researchers at the University of Edinburgh on humanoid robots, namely NASA's Valkyrie.
- Received training to operate and develop software for Valkyrie.

**Microsoft***Microsoft Student Partner*

Portugal

*February - November, 2016*

- Helped establishing new connections between Microsoft and FEUP students.

**University of Porto***Research Software Engineer - [dokuweaki.github.io](https://github.com/dokuweaki)*

Portugal

*July - September, 2016*

- Developed a collaborative real-time editor *plugin* for DokuWiki.
- Improved existing DokuWiki plugins and packaged them in an installable bundle.

*Full Stack Developer - [nutriciencia.pt](https://nutriciencia.pt)**July - September, 2015*

- Planned and implemented a responsive online platform using *Laravel 5* along with a doctoral researcher and Professor at FEUP.
- Took part and actively collaborated with the project research team designer, nutrition specialists, and multimedia engineers.

**Faculty of Engineering at University of Porto***Computer Laboratory Teaching Assistant*

Portugal

*1st Semester, 2015/2016**1st Semester, 2014/2015*

- Assisted a full-time Professor and taught Computer Laboratory classes, which are part of the Master in Informatics and Computer Engineering major curriculum.
- Lectured on concepts like object-oriented programming in ANSI-C, bash scripting, VESA graphic modes, state machines, and simple collisions to all the course classes in order to prepare and motivate the students for their final projects.
- Wrote a series of tutorials regarding the development of a game from the very beginning, step by step, using Minix 3.1.8, to aid students taking the course - <http://difusal.blogspot.pt/2014/07/minix-posts-index.html>
- Contributed to a 10% increase in the number of approved students, statistics show. Also contributed to increase the quality of the students' final projects.

*Computer Graphics Teaching Assistant**2nd Semester, 2014/2015*

- Taught two Computer Graphics classes and assisted their respective full-time Professor. The course is part of the Master in Informatics and Computer Engineering major curriculum.
- Took part of a small team of teachers and students who are actively developing *WebCGF* - a WebGL graphics library - which is being used in the course.

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**RELEVANT SKILLS**

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[github.com/ferrolho](https://github.com/ferrolho)**Advanced user of:** C, C++, Java.**Intermediate user of:** Python, Laravel, PHP, HTML, CSS, SQL, OpenGL, WebGL, JavaScript, libGDX, Allegro, Swing, ANTLR.**Basic user of:** Assembly, Bash Scripting, Scheme, Prolog, CoffeeScript, Play Framework, L<sup>A</sup>T<sub>E</sub>X.**Languages:** Portuguese (native), English (fluent), Spanish (intermediate).

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**EXTRACURRICULAR**

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**Cambridge English: Advanced - CAE**, took English lessons for 8 years, and earned the advanced certificate.**Programming Contests**, participated in several college-level national (MIUP) and international (SWERC) programming competitions.