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## Skills

### Fluent English

Cambridge Certificate in  
**Advanced English (CAE)**

### Python

Data Structures, SciPy

### Web Technologies

HTML5, CSS3, Bootstrap,  
JavaScript, NodeJS, Django

### Others

Git, Heroku cloud platform

## Highlights

### Creativity Award

A friend and I applied to "Create 2009" - a national contest on the **European Year of Creativity and Innovation** - with an idea: a **self-sustainable gym**. We were one of the ten most creative ideas to be awarded.

### Volunteering

I volunteered at a mental health institution for 8 months while in high school. It was very rewarding: it taught me to have a **positive attitude** and to be more understanding of different realities.

### International Programs

**Student exchange** back in high school: Austria (2 weeks) and Denmark (1 week); In 2013 I was in Ireland for a "**Youth in Action**" program. The experiences were very important for my development as an independent individual and **curiosity** about diverse cultures.

## Experience

### NASONI @ HASLAB - INESC TEC

#### Research Internship , July-December 2014

I studied the application of differential dynamic logic on Gene Regulatory Networks through case studies using the KeYmaera proof tool. This developed my **critical thinking** since I have to always question the literature and come up with new solutions.

### LIFEisGAME @ PORTO INTERACTIVE CENTER

#### Professional Internship , February - November 2012

My main task was to build a Graphical User Interface bearing in mind the usability of the product for Affective Computing purposes. I learnt a lot about **user experience guidelines** and have applied it ever since in my work.

## Projects

### Exploring random-number generators

This was a partnership between University of Minho and Galois, Inc.. Besides accomplishing the main goals, my colleague and I reported fundamental bugs of the Cryptol language. This project tested my **problem solving** and **decision making** since we had to find ways to go around the bugs. We were rewarded with 19/20.

### iArchitect - Virtual Reality for Landscape Architects

Several analysis were required - previous studies, conceptual design, cognitive walkthrough - all of them supervised by a landscape architect. The main inspiration for this work was "The Design of Everyday Things" by Don Norman. This hard work and dedication was rewarded with 20/20.

## Education

### 2013 - Now

#### Master's Degree in Informatics Engineering , University of Minho

I enrolled in a Formal Methods in Software Engineering branch where I had the chance to attend a Spring School on Logic of Dynamical Systems, which led to a research opportunity at NASONI project. I **quickly learnt** the tools and mindset to **thrive in a different environment**. I have participated in an entrepreneurial course designing, building and publicizing a web app which bridged the way to the tech world. Currently, I am studying Cryptography.

### 2010 - 2013

#### Physics Degree , University of Porto - Faculty of Sciences

I developed **analytical thinking** during calculus and physics courses. Envisioning a master in Informatics, I enrolled in a **human-computer interaction** course. The resulting project was iArchitect which led to an internship in Affective Computing as mentioned above.