

GUILHERME MANTEIGAS

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Enthusiastic CS student eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Motivated to learn, grow and excel in the software development industry.



TECHNICAL SKILLS

- **Languages:** Java, Python, C, C#, PHP, JavaScript, Ruby, Swift, Kotlin, HTML, CSS, SQL.
- **Technologies:** NodeJS, Android & iOS Development, Apache, Pygame, Django, Git, REST & SOAP Services, Linux Server.



WORK EXPERIENCE

Android and iOS Developer Intern | Albatroz Digital, Almada, Portugal

FEBRUARY 2019 – JUNE 2019

- Developed and published native applications for Android ("Jogos do Futuro" and "Festival Liberdade") and iOS ("Jogos do Futuro") using the Java and Swift programming languages.
- Worked closely with the team designer to implement the desired application designs.
- Complied with all App Store and Play Store guidelines to rapidly allow for the approval and deployment of the applications.
- Realized performance and UI tests to guarantee efficiency.

Information Systems Intern | Instituto Hidrográfico, Lisbon, Portugal

MARCH 2016 – JULY 2016

- Developed a digital version of the Portuguese List of Lights using ArcGIS.
- Successfully implemented a Virtual Desktop Infrastructure in the company using Raspberry Pis.
- Aided in day-to-day problems, assisting other employees with technical problems.



EDUCATION

Bachelor of Science - Computing Science | University of Aberdeen

SEPTEMBER 2019 – 2023

Prize: Sandy Murray Prize (Awarded for the best mark in the Computer Architecture course).

Courses included: Computer Architecture, Mankind in the Universe: the Question of Objectivity, Modelling and Problem Solving for Computing, Object Oriented Programming, Programming for Sciences and Engineering, Spanish Language 1, Understanding Data, Web Application Development, Algorithmic Problem Solving, An Introduction to Space Science and Remote Sensing, Human-computer Interaction, Introduction to Data Management for Data Science, Mathematics for Computing Science, Mathematics for Sciences, Modern Programming Languages, The Economics of Business and Society, Artificial Intelligence, Distributed Systems, Enterprise Computing and Business, Languages and Computability, Mathematical Foundations of Everyday Life, Operating Systems, Principles of Software Engineering, Software Engineering and Professional Practice.

Technological Specialization Course - Information System Technology | Instituto Politécnico de Setúbal

SEPTEMBER 2017 – JULY 2019
FINAL GRADE: 17/20

Prize: Bolsa de Estudo Por Mérito (Awarded to the 13 best students from the university).

Courses included: Algorithms and Programming Fundamentals, Mathematics I & II, Introduction to Web Programming, Computational Logic, Databases, Forensic Computing, OOP, Web Programming, Mobile Application Programming, Service Integration and Programming, Visual Programming, Information Systems Project.

High School Diploma - Computer Systems Management and Programming | EPED

SEPTEMBER 2013 – JULY 2016

Courses included: Mathematics, Physics and Chemistry, Operating Systems, Computer Architecture, Communication Networks, Information Systems and Programming.



CO-CURRICULAR ACTIVITIES

Google Developer Student Club

LEAD/PRESIDENT - AUGUST 2020 – JUNE 2022 | **MENTOR** - AUGUST 2022 – PRESENT

- Founded the club in Aberdeen, recruited a core team and set up links with the University.
- Organized and presented bimonthly workshops on various technologies/programming languages.
- Cooperated with other GDSC chapters and GDSC Leads around the world.
- Mentored 4 other leads, helping them start chapters at their local universities.

Aberdeen University Computing Society

PRESIDENT - MAY 2020 – MAY 2021 | **SECRETARY** - MAY 2021 – PRESENT

- Developed and maintained the society's website and Minecraft server.
- Set up events such as hackathons, speaker sessions, workshops and socials.
- Cooperated with other university societies and the Student Union to run various events.

Aberdeen University Artificial Intelligence Society

TECH OFFICER - MAY 2020 – MAY 2021 | **SECRETARY** - MAY 2021 – MAY 2022

- Organized hackathons, and speaker events.
- Ensured that all the technical parts of the various events ran smoothly.



LANGUAGES

English | Fluent

Portuguese | Native

Spanish | Elementary



PERSONAL PROJECTS

Museum Guard Game:

- Developed a web game that was used by a MSc Forensic Psychology student to gather participant data for the dissertation.
- The technologies used were: NodeJS, JavaScript, Html and CSS.

Array Sorting Visualizer:

- Developed a web array sorting visualizer that demonstrates how sorting algorithms work.
- Used JavaScript, Html and CSS.

Adventure Game:

- A 2d game I am still developing in my free time.
- The technologies used and explored were Python, Pygame, PyOpenGL and Perlin Noise.

All these can be found on my website or my GitHub.