

Guilherme Lima

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EDUCATION

Instituto Superior Técnico (IST)

Set 2023 - Present

Msc Computer Science and Engineering with specialization in Artifical Inteligence and Distributed Systems.

Instituto Superior Técnico (IST)

2020 - 2023

Bsc Computer Science and Engineering

VOLUNTEERING

Volunteer Firefighter

Set 2023 - Present

Volunteer at Bombeiros Voluntários de Belas

The Duke of Edinburgh's Award

2019 - 2020

Team building and local volunteering in Sintra

ABOUT ME

I'm Guilherme Lima, 21, an Engineering student who loves computers and technology.

I took an interest in Artificial Intelligence and Distributed Systems, and I plan on learning as much as I can so that I can fulfill my goals in those areas.

EXPERIENCE

Avanade - Junior Analyst, Summer Internship

Jul 2023

Worked with a team of 7 people to design, implement, and present an Artificial Intelligence Project

Cambridge Certificate - First and Advanced

2018-2019

Native/Fluent in Portuguese and English.

PROJECTS

Restaurant Managing App - Distributed Systems Application

Design and implementation of a Web application for a Network and Computer Security class involving a protected Database Server, Client Users, an Application Server, and additional machines for Firewall Security.

Flask, Python, Virtual Box, PostgreSQL, Kali Linux

Tennis Court Booking App and Website

I created a website for a Tennis Club with the ability to manage Users and an integrated App to book the courts if they are available at a specific time.

Django, Python, JavaScript, Html, Css

SKILLS

- Took an early interest in frontend, making plenty of websites using JavaScript, and worked with frameworks such as ReactJS and Angular.
- Implemented many algorithms based on Machine Learning, Artificial Intelligence, Operating Systems, and Computer Networks.
- Worked and built plenty of databases for many of my projects using PostgreSQL and SQLite.
- Participated in IST's Electric Car team PSEM and many Code Jams.
- Created many web applications and rudimentary video games using Javascript or Game Maker, and also "Conway's Game of life" using the SFML library in C++