

EDUARDO SANDALO PORTO

sandalo.dev \diamond eduardo@sandalo.dev

SUMMARY

Interested in software engineering, programming languages, AI, parallel and efficient computing, functional and systems programming, critical systems, solving problems, and learning new things.

EDUCATION

Charles University in Prague (UK, Czech Republic) September 2023 - February 2024
Exchange in Computer Science

- Studied Programming Language theory, design, and implementation.
- Fully funded by the AUCANI-USP academic excellence scholarship.

University of São Paulo (USP) January 2020 - December 2024
B.Sc. in Computer Science

- Co-lead in R&D at **Turing USP**, a student research group on AI. 2022
- Organized the **13th Week of Computing** at IME-USP. 2022
- Teaching assistant on **Fundamental Concepts in Programming Languages** (MAC0316). 2022
- Teaching assistant on **Principles of Algorithm Design** (MAC0122). 2021
- Taught algorithm classes on BixeCamp 2021 for **MaratonUSP**. 2021

COTUCA - Unicamp January 2017 - December 2019
Technical Course / Certificate on Informatics

- Teaching Assistant from 2018 to 2019 in the Informatics course.

WORK EXPERIENCE

Catholic University of Leuven (KU Leuven, Belgium, Remote) July 2022 - December 2022
Research Internship on AI and Programming Languages

- Research project to improve an implementation of the back-propagation algorithm.
- Used Haskell and multi-stage programming to achieve up to 5.7x speedup in automatic differentiation.

Sinch January 2020 - April 2021
AI & Software Engineer Intern - fully hired in December 2020

- Designed and deployed AI based systems for chatbots through machine learning, image processing, computer vision, and natural language processing.
- Developed back-end systems on the cloud using AWS and GCP with Python, TypeScript, and Rust.
- Developed a system for document classification and recognition with over 95% accuracy.

RELEVANT PROJECTS

Multi-platform NES emulator 2022 - 2023
Rust, 6502 Assembly

Native and WebAssembly implementation of an NES emulator from the ground up.

Assistive Technology for Colorblind People 2019
Android; Rust, Java, Renderscript

- Won first place at **Sedcitech Jr 2019**. Utilizes image processing and computer vision to help colorblind people on color-focused activities. Consists of three main tools: color identification, color filtering, substitution of color to geometric patterns (with the intent to help understanding of maps and charts).

SKILLS

Languages	English (fluent), Portuguese (native), Spanish (intermediary), German (basic)
Fields	Software Engineering, Back-end, Functional Programming, Systems, R&D, AI
Programming	Python, C++, C, JavaScript, TypeScript, Java, Kotlin, Rust, Haskell, ...
Cloud	AWS, Google Cloud Platform
Tools	Adobe Creative Cloud, MS Office, LibreOffice, Kdenlive
Soft Skills	Problem-solving, Teamwork, Versatility, Communication, Leadership, Reliability
Others	SQL & NoSQL, Git, Linux & Operating Systems, System Design

RELEVANT EXTRACURRICULAR

Brazilian ICPC Summer School 2022	Brazilian Computer Society & Unicamp - 2022
Course on Pure Functional Programming and Applications	University of São Paulo, IME - 2021
Course on Type Driven Development	Federal University of ABC - 2021
Python for Natural Language Processing	University of São Paulo, ICMC - 2021
Neuroscience course at the São Paulo Brain Bee	Albert Einstein Israelite Hospital - 2019
Neuroscience course taught by the Faculty of Medical Sciences	Unicamp - 2019
Mini-course on Artificial Intelligence	Unicamp, SeEMTeC - 2018