Guilherme Leitão

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Address: Oeiras, Portugal (Home)

WORK EXPERIENCE

19/06/2023 – 25/08/2023 Lisbon, Portugal

BACKEND DEVELOPER LIISA AI-ENABLED NFT RESEARCH

- research for AI-based statistical information gathering using Python and NodeJS Programming Languages
- understanding of the Ethereum Blockchain at a programming level using APIs - integrate its functionality into the data model
- insight into the database (management and maintenance)

Business or Sector Professional, scientific and technical activities | **Department** Software Development |

Email allthingsdapps@gmail.com

Link https://www.youtube.com/watch?v=5ZhDsun8-SY

06/09/2023 – CURRENT Lisboa, Portugal

COMMUNICATIONS AND NETWORKING TECHNICIAN IST - INSTITUTO SUPERIOR TÉCNICO, DSI

- maintenance and configuration of networking switches and wireless access points
- development of scripts for task automation (like access point registration, switch firmware update, power status scans, etc..)
- continuous handling of networking-related issues around campus

Business or Sector Information and communication | **Department** Network and Cybersecurity (DSI - NRC) |

Email guilhermeleitao0202@tecnico.ulisboa.pt | **Website** https://tecnico.ulisboa.pt/pt/

Link https://www.youtube.com/watch?v=Uv37rPdxNbM

EDUCATION AND TRAINING

14/09/2020 – 16/06/2023 Lisboa, Portugal

DEGREE Instituto Superior Técnico

Address Avenida Rovisco Pais, nº 1, 1049-001, Lisboa, Portugal |

Website https://www.ulisboa.pt/unidade-organica/instituto-superior-tecnico | **Field of study** Computer Science |

Final grade 16.12 | **Level in EQF** EQF level 6 | **National classification** Degree | **Type of credits** ECTS | **Number of credits** 183

14/09/2023 – CURRENT Lisboa, Portugal

MASTERS DEGREE Instituto Superior Técnico

Website https://www.ulisboa.pt/unidade-organica/instituto-superior-tecnico | **Field of study** Cyber-Security, Artificial Intelligence |

Final grade 17 | **Level in EQF** EQF level 7 | **National classification** Masters Degree | **Type of credits** ECTS |

Number of credits 54 | **Thesis** *To be made*

Link https://www.youtube.com/watch?v=0G95r24UsbM

LANGUAGE SKILLS

Mother tongue(s): **PORTUGUESE**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C1	C2	C2	C1
FRENCH	B1	B1	A2	A2	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Programming Languages (and similar)

R | Assembly | Prolog | SQL | C | HTML | CSS | NodeJS | Java | C++ | JavaScript | Python

Operating Systems and Environments

Linux | Windows

Others

Git

DRIVING LICENCE

Driving Licence: B

PROJECTS

14/09/2020 – CURRENT

Educational Projects performed during the course

Here is a quick showdown of the projects I find most relevant to mention (Degree and Masters):

- Built a terminal-graphical simulation of a meadow with coexisting fauna and all the interactions between them in python;
- In prolog, programmed a *Hashi Puzzle* solver;
- Built a java Object Oriented Application for simulating inventory management activities of a warehouse-like company, with regards to product details, transactions, client interactions and more;
- Implemented a user-oriented File System that handles multiple-connection and concurrent communication in C;
- Built a database for handling the information about a fictional retail company with regards to their in-shop products and respective simple web application using MySQL, python and HTML/CSS;
- Designed a user-friendly crypto mobile application (with no focus on the crypto technicalities themselves);
- Programmed an over-simplified Airport flight system with terminal interaction only in C;
- Used python for a series of mini-projects about statistical analysis and Machine Learning focused techniques;
- Built a fully functional and concurrent online version of the Hangman Game, which allows several players to connect to a single server and play the game (in C);
- Worked on an isolated version of a *Quiz Web Application* used for evaluation at IST as a part of a team (mostly in java and javascript) and interacted with several professional level frameworks such as Spock (Code Testing), Cypress (End-To-End Testing) and JMeter (Load Testing). On this project, I got well acquainted with git (used both *github* and *gitlab*) and still use it actively;
- Built a User-Level Online Currency Distributed System in java;
- Built a compiler for a fictional programming language called MML, with features similar to C++, from near scratch;
- Performed a three-stage investigation on a made up scenario consisting of several pieces of digital evidence - in this I had to analyze the forensic images of 2 computers and traces of networking communications;
- Developed a simple tool for detecting basic vulnerabilities in python programs based on a fixed set of known vulnerability patterns;
- Built a real-world engine for the Game of Sueca (with the predicate of outputting the best card a player can play at a given position);
- Designed an AI model to predict the genre of movies based on information like the title, plot, director, etc...;
- Wrote a framework for secure communication in the context of an instant messaging application in Java;
- I also participated in the Global Management Challenge, reaching the sponsored stages.