



# Guilherme Leitão

**Date of birth:** 11/06/2002 | **Nationality:** Portuguese | **Gender:** Male | **Email address:** [guilhermeleitao0202@gmail.com](mailto:guilhermeleitao0202@gmail.com) | **Github:** <https://github.com/guilhermeleitao2002> | **LinkedIn:** <https://www.linkedin.com/in/guilherme-leit%C3%A3o-47bb27192/> | **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
- insight into the database (management and maintenance)

**Business or sector** Professional, scientific and technical activities | **Department:** Software Development | **Email:** [allthingsdapps@gmail.com](mailto:allthingsdapps@gmail.com) | **Link:** <https://www.youtube.com/watch?v=5ZhDsun8-SY>

06/09/2023 - 30/09/2025 - 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, 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](mailto:guilhermeleitao0202@tecnico.ulisboa.pt) | **Website:** <https://tecnico.ulisboa.pt/pt/>

17/10/2025 - 13/03/2026 - TOKYO, JAPAN

### **RESEARCHER** NATIONAL INSTITUTE OF INFORMATICS

- research on networking appliances portraying to performance statistics
- configuration of network routers
- writing of a conference paper

**Business or sector** Information and communication | **Website:** <https://www.nii.ac.jp/en/>

## ● EDUCATION & TRAINING

14/09/2020 - 16/06/2023 - LISBOA, PORTUGAL

### **DEGREE-** INSTITUTO SUPERIOR TÉCNICO

**Field(s) of study:** Computer Science | **Final grade:** 16.12 | **Level in EQF:** 6 | **National classification:** Degree | **Type of credits:** ECTS | **Number of credits:** 183 | **Address:** Avenida Rovisco Pais, nº 11049-001 | **Website:** <https://www.ulisboa.pt/unidade-organica/instituto-superior-tecnico>

14/09/2023 - Current - LISBOA, PORTUGAL

### **MASTERS DEGREE-** INSTITUTO SUPERIOR TÉCNICO

**Field(s) of study:** Cyber-Security, Artificial Intelligence | **Final grade:** 17.13 | **Level in EQF:** 7 | **National classification:** Masters Degree | **Type of credits:** ECTS | **Number of credits:** 90 | **Thesis:** Defending a self-driving network | **Website:** <https://www.ulisboa.pt/unidade-organica/instituto-superior-tecnico>

Links: <https://www.youtube.com/watch?v=0G95r24UsbM>

## ● LANGUAGE SKILLS

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Mother tongue(s): **PORTUGUESE**

Other language(s): **SPANISH | JAPANESE**

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

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## ● SKILLS

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### 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

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Driving licence: B

## ● PROJECTS

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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), most of which are present in my github [page](#) :

- In prolog, programmed a *Hashi Puzzle* solver
- Built a java application for simulating inventory management activities of a company, with regards to product details, transactions, client interactions and more
- Designed an Android Application for Electric Vehicle Charger management (registration, detail viewing, etc...)
- Built a database for handling the information about a retail company with regards to their in-shop products using MySQL, python and HTML/CSS
- 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++
- Developed a simple python 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 point in the game)
- Designed an AI model to predict the genre of movies based on information like the title, plot, and director
- Wrote a framework for secure communication in the context of a messaging application in Java
- Built a simplified permissioned blockchain (ethereum-style, with proof-of-work and smart-contracts included) in Java
- I also participated in the Global Management Challenge, reaching the sponsored stages