EDUARDO FARIA

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EDUCATION

University of Minho **Braga, Portugal**
Bachelor of Science, Computer Science and Engineering   Sep 2022 – Jun 2025
- **Relevant Coursework**: Data Structures and Algorithms, Object-Oriented Programming, Database Systems, Computer Networks, Operating Systems, Software Engineering, Web Development, Artificial Intelligence
- **Grade**: 16/20 (ECTS Grade A)

EXPERIENCE

Core Banking Intern **Jul 2025 – Sep 2025**
Uphold   *Braga, Portugal*
- Reverse-engineered compiled Java files to build an extensive dependency library for T24 compilation pipelines
- Created a Java-Bootstrap middleman to handle transactions using MasterCard's developer API
- Contributed to adding new features to 7 Optimus Cards' endpoints while optimizing existing code

Cybersecurity Intern **Jul 2024 – Sep 2024**
Eurotux S.A.   *Braga, Portugal*
- Helped the SOC team in using OpenCTI to handle an average of 28 security alerts per day, including a peak of 171 incidents
- Conducted penetration testing using Kali Linux on Metasploitable 2, exploiting 15 critical vulnerabilities to enhance system security awareness
- Prepared and revised over 110 Standard Operating Procedures (SOP) for 13 sub-teams, accounting for 31% of the company's SOP library

Co-Director of Marketing **Sep 2024 – Jun 2025**
CeSIUM   *Braga, Portugal*
- Directed a team of 8 collaborators in creating and managing content for CeSIUM's social media channels, leading to 32 new posts

Programming Teacher **Feb 2023 – Jun 2025**
CoderDojo Braga   *Braga, Portugal*
- Mentored children aged 7-17 in programming across 15 sessions, with nearly all students returning for additional lessons
- Guided trainees through Python/Scratch challenges that developed participants' basic engineering skills

PROJECTS

Full-stack Travel Agency App
- Solo-produced a Go-based backend server using Redis and MongoDB that delegates and processes REST API requests to multiple travel providers' SOAP API servers

Proof-of-Work Blockchain
- Designed and implemented a blockchain in GO, featuring SHA-256 hashing, proof-of-work consensus, and UTXO-based transaction handling, with BadgerDB-backed persistent storage
- Developed a secure wallet system with ECDSA digital signatures and Base58 address encoding, featuring a distributed network layer with block propagation, chain validation, and automatic database recovery

OpenGL 3D Engine
- Created a modular 3D engine in C++ with real-time OpenGL rendering via XML scene descriptions
- Optimized the engine to use efficient data structures focused on improving overall FPS performance

SKILLS

Languages: C/C++, Go, Java, Python, JavaScript/TypeScript, SQL
Frameworks & Technologies: React, Next.js, Vue.js, PostgreSQL, MySQL, MongoDB, Redis
Tools & Platforms: Ansible, Docker, Nginx, CI/CD, Git, Linux