Félix Martins

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ABOUT ME

I'm a developer interested in Artificial Intelligence and software development. I'm a competitive programming enthusiast, and I love to learn new algorithms and improve my critical thinking. In my free time, when I'm not programming, I enjoy playing video games, going to the gym, and watching movies.

EDUCATION

Bachelor in Informatics and Computing Engineering
Faculty of Engineering of University of Porto

Porto, PT | Sep 2021-2024

- Final grade: 19.38 / 20

Master in Artificial Intelligence
Faculty of Engineering of University of Porto

Porto, PT | Sep 2024-2026

STUDENT ASSOCIATION

NIAEFEUP ⬈

Oct 2023 - Present

- Active member of NIAEFEUP, the Informatics Engineering student association at FEUP
- Contributed to multiple student-centered projects and initiatives aimed at promoting the Informatics Engineering program
- Involved in organizing ENEI (National Meeting of Informatics Students)

PROJECTS

COMPETITIVE PROGRAMMING ⬈

C++

- Practice for participation in national and international contests
- Contains solutions to several programming problems

JAVA-- COMPILER ⬈

Java

- Complete compiler for a subset of Java
- Contains work on all compiler stages
- Project for the Compilers course, FEUP

DISTRIBUTED NIM GAME ⬈

Java

- Simple online Nim-like game with piles of rocks
- Focuses on the distributed system implementation
- Project for the Parallel and Distributed Computing course, FEUP

FANORONA GAME [↗]   Python

- Two-player board game with AI players
- Adversarial search methods: Minimax and Monte Carlo Tree Search
- Project for the Artificial Intelligence course, FEUP

SOCIAL NETWORK WEBSITE [↗]   Laravel, PostgreSQL, Javascript, TailwindCSS

- Includes features such as posts, comments, followers, groups and real-time notifications.
- Project for the Database and Web Applications Laboratory course, FEUP

TACTIGON GAME [↗]   Prolog

- Two-player board game built in a logic programming language
- Project for the Functional and Logic Programming course, FEUP

MINI PICTY GAME [↗]   C, Minix3

- Drawing 2-player game inspired in 'Pictionary'
- Low level programming with I/O devices manipulation
- Project for the Computer Laboratory course, FEUP

POCKET CINEMA [↗]   Dart, Flutter, Firebase

- Mobile application for organizing movies and series, sharing your opinion and checking latest releases.
- Project for the Software Engineering course, FEUP

PACMAN GAME [↗]   Java, Junit, Software Design Patterns

- 2D single-player game inspired in 'Pacman'
- Project the for Software Design and Testing Laboratory course, FEUP

SKILLS

Languages: Portuguese (native), English (C1)
Programming Languages: Python, C++, C, Java, Dart, Prolog, Haskell
Web Development: JavaScript, PHP/Laravel, HTML/CSS
Software: Markdown, Git, Firebase, Flutter, Figma
Programming Paradigms: Object-Oriented Programming, Logic Programming, Functional Programming

ACHIEVEMENTS

PARTICIPATED IN EUC 2025 [↗]   March 2025

PLACED 33 IN SWERC 2024 [↗]   December 2024

SILVER MEDAL IN MIUP 2024 [↗]   October 2024

BRONZE MEDAL IN MIUP 2023 [↗]   October 2023

INCENTIVE AWARD FOR OUTSTANDING STUDENTS [↗]   Apr 2023