

# Vanessa Queirós

📍 Porto, Portugal   ✉ [vanessa.sophie.queiros@gmail.com](mailto:vanessa.sophie.queiros@gmail.com)   ☎ 918 661 687   in [Vanessa Queirós](#)   🔗 [vanessa-sbq](#)

Curious and ambitious Informatics Engineering student, born and raised in Germany for 14 years, with strong skills in programming, algorithms, and software development. Passionate about low-level programming, software engineering, and algorithm design, seeking hands-on experience in collaborative environments.

## Education

**BS   FEUP - Faculty of Engineering, University of Porto** Expected June 2025  
Informatics and Computing Engineering  
• Current grade: 17.08

## Experience

**ACM FEUP**, Development Department's Leader December 2023 - Present  
• Led the department's projects and participated in their development  
• Created a tool to facilitate the creation of marketing material for the team


**Schmitt + Sohn Elevadores**, Digitalization Intern February 14 - Present  
• Creating a route planning application for service technicians  
• Developing a clustering algorithm, based on TSP, simulated annealing and MST, for optimizing route planning


## Certificates

**Personal Finance MBA** 2024  
Magma Studio Portugal

**World's Largest Programming Class** 2024  
Instituto Superior Técnico, Lisbon

## Projects

**Scrumbled** - GitHub: [github.com/vanessa-sbq/Scrumbled](https://github.com/vanessa-sbq/Scrumbled)   
• Developed a project management website, designed to use the Scrum Framework.  
• Easy to use and helps users follow Scrum practices to ensure a good team collaboration  
• Main Tools Used: PHP, Laravel, PostgreSQL

**Owl Sort** - GitHub: [github.com/vanessa-sbq/OwlSort-AI](https://github.com/vanessa-sbq/OwlSort-AI)   
• Sorting game, using AI search algorithms, such as A\*, Greedy Search and Uniform Cost  
• Tools Used: Python, Pygame

**Stellawoods**  
• Currently working on a game engine for my own 2D platformer game  
• Tools Used: C#, Monogame

## Skills

**Programming Languages:** C++, C, Java, Python, RISC-V Assembly, C#, SQL, Haskell, Prolog, JavaScript, PHP, HTML, CSS

**Technologies:** .NET, Firebase, Scrum/Agile, Laravel, Monogame, Pygame, Unity

**Languages:** Portuguese (native), German (native), English (fluent), Spanish (basic), French (basic)