

Guilherme Marques

BSC IN COMPUTER SCIENCE AND ENGINEERING IN INSTITUTO SUPERIOR TÉCNICO

CONTACT

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ABOUT ME

Pursuing a Bachelor's degree in Computer Science and Engineering at Instituto Superior Técnico, with a proven track record of responsibility, ambition, and dedication. Strong background in programming languages such as Python, C, Java, C++, Assembly, etc. Focused on solving real-world problems and building meaningful software.

EDUCATION

Instituto Superior Técnico
2024 - Present
Bsc in Computer Science and Engineering

Escola Secundária da Ramada/
de Odivelas
2021-2024

Grade: 18/20
Science and Technology

LANGUAGES

- Portuguese - Native
- English - Full Professional Proficiency
- Spanish - Basic

SKILLS

- Python
- Go
- Java
- C
- C++
- Assembly
- JavaScript
- Electronics
- Arduino
- Teaching
- Teamwork
- Ambition

AWARDS

- Academic Excellence Award 23/24
- 2x Academic Merit Award 21/22
22/23

WORK EXPERIENCE

SINFO

March 2025 - Present

Logistics Team

- Biggest free Tech conference in Portugal
- Tasked with Logistics: Venue design, technical setup, and onsite coordination.

Research Scholarship Holder - 'Engenharia para Todos'
October 2025 - Present

- I serve as a STEM Mentor in a partnership between Instituto Superior Técnico, INESC-ID, and the Oeiras City Council. My role focuses on introducing primary school all the way to high school students to Computer Science and Electronics. I lead the 'Smart City' project, where I guide schools in developing intelligent urban models through monthly sessions on Programming, 3D Modeling, and Electronics. Additionally, I'm actively involved in outreach initiatives like 'Oeiras Educa', 'Lab in a Box', and 'STEAM Lab', bringing engineering concepts to life for younger audiences.
- I also represent the project and promote engineering concepts at public events.

Research Scholarship Holder - 'Rob9-16'
October 2025 - March 2026

- During the 'Winter Camp' at Instituto Superior Técnico, I served as a Mentor for the Rob9-16 program. I had the rewarding challenge of teaching children (ages 6-12) the fundamentals of engineering. We built a Tic-Tac-Toe game from scratch using Arduino, where I taught C++ programming, logic design, and how to assemble circuits on a breadboard. It was a great opportunity to simplify complex technical concepts into engaging, hands-on learning experiences.

Students Council - Escola Secundária de Odivelas
February 2024 - September 2024

- Managed logistics for school events and organized sports competitions.