

Lucas Barros

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ABSTRACT

Graduating in Computer Engineering (7th term), participating in various activities in the academic environment and events in the IT area. He likes challenges, knows how to work as a team and is predisposed to lead.

Knowledge and abilities:

- RAD Tools: Android Studio, Eclipse, Netbeans, Visual Studio Code and IntelliJ IDEA
- Operational Systems: Linux, Windows, Android and iOS
- Programming Languages: Java, C, Javascript, Swift, Python and Dart
- Database: SQL Server, PostgreSQL, MongoDB, SQLite
- Platforms: Android, iOS, Arduino and WEB
- Teaching tools: Scratch JR, Scratch, Construct 2D and SAM LABS
- Others: Flutter Developer

ACADEMIC FORMATION

- Bachelor in Computer Engineer. UFPB, completion scheduled for 2023.
- Computer Technician. IFAL, completed in 2017

PROFESSIONAL EXPERIENCE

- **2014-2015 - Research Project - Modeling a Support Tool for Teaching Introduction to Algorithms and Programming**

Post: Scholarship holder.

Main tasks: Creation and documentation of the modeling of a robot (Arduino) and mobile application (Android) aimed at teaching programming, in addition to writing articles focused on the area.

- **2015-2016 - Research Project - Development of a Computational Tool to Support the Teaching of Algorithms and Computer Programming**

Post: Scholarship holder.

Main tasks: Prototype development of a robot and mobile application for robot control aimed at teaching programming, in addition to writing articles focused on the area.

- **2016 - 2017 - Research Project - Programming and Robotics as a tool for text interpretation and problem solving**

Post: Voluntary.

Main tasks: Teaching programming and robotics concepts to elementary and high school students in public schools in the region.

- **2019 - Research Project - Development of an IoT platform for programming beginners**
Post: Scholarship holder.
Main tasks: Development of an easy-to-use library for programming beginners to use IoT.
- **2018 - 2019 - Internship at BWN Consulting Company**
Post: Developer.
Main tasks: Development of mobile applications for Android and IOs and maintenance of an API in Java.
- **2019 - 2020 - Internship at Happy Code School**
Post: Teacher and teacher assistant
Main tasks: Assist in teaching programming and robotics learning tools to children, with Construct 2D, Scratch, Scratch JR and IoT.
- **2021 - Now - Software Engineer at Phoebus Tecnologia**
Post: Software Engineer
Main tasks: Development and support to payments services with payment terminals.

QUALIFICATIONS AND COMPLEMENTARY ACTIVITIES

- Portuguese - Native
- English - Intermediary
- Spanish - Basic
- Judge in Brazilian Robotics Olympics (in 2018)
- Judge in Youth Robotics Tournament (in 2018)

ADDITIONAL INFORMATION

- Involved in a personal project using Android and Java in the creation of a mobile and desktop application for a city hall between 2017 and 2018.
- Currently involved in a personal project to develop a delivery system using Flutter.
- Curriculum Lattes: <http://lattes.cnpq.br/1654467546676878>
- GitHub: <https://github.com/BarrosLucas/>
- Linkedin: <https://www.linkedin.com/in/lucas-b-0ab876105/>