

Lucas Barros

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ABSTRACT

Graduating in Computer Engineering (6th 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
- Programing Languages: Java, C, Javascript, Swift, Python and Dart
- Database: SQL Server, PostgreSQL, MongoDB, SQLite
- Plataforms: Android, iOS, Arduino and WEB
- Teaching tools: Scratch JR, Scratch, Construct 2D and SAM LABS
- Others: Flutter Developer

ACADEMIC FORMATION

- Bachelor in Computer Enginner. UFPB, completion scheduled for 2022.
- 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.

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/>