

# Lucas Barros

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## ABSTRACT

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Graduating in Computer Engineering (9th 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, 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, MIT App Inventor and SAM LABS
- Others: Flutter Developer

## ACADEMIC FORMATION

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- Bachelor in Computer Engineer. UFPB, completion scheduled for 2024.
- Computer Technician. IFAL, completed in 2017

## PROFESSIONAL EXPERIENCE

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- **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.
- **2020 – 2020 – Freelancer developer at Influu**  
Post: Flutter Developer  
Main tasks: I was doing requested tasks and demand. Was a Freelancer contract, fast but very satisfactory and bring me so much knowledge and experience with good habits to Flutter.
- **2019 – 2020 – Teach Leader at Rapidinho**  
Post: Mobile Tech Leader  
Main tasks: I was Tech Leader at Rapidinho startup, implementing and promoting improvements to product: a mobility application, integrated with Google Maps and an online payment tool to ensure the best experience for users. The mobile application was developed in Flutter language with a team led by me.
- **2021 – Now – Software Enginner at Phoebus Tecnologia**  
Post: Software Enginner  
Main tasks: Develop new features to improve the payment method in all the world, through the payment's terminal or the cell phone. Furthermore, I do suggestions, identify bug and apply corrections to fix code problems or in your business rules.

## QUALIFICATIONS AND COMPLEMENTARY ACTIVITIES

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

## ADDITIONAL INFORMATION

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- 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.
- Developed the products monitoring system online with Flutter and backend with Django. The hardware side was developed with ESP32 Platform. This project was to college and impressed teachers with your performance. It can be seen through [YouTube](#). The system allows you to monitor the temperature, humidity and velocity of the load.
- Involved in a recent personal project using Flutter in the creation of a social network to bodybuilders, people which like that go to the gym. The application is online on the [Play Store](#) with more than 100 downloads.
- Curriculum Lattes: <http://lattes.cnpq.br/1654467546676878>
- GitHub: <https://github.com/BarrosLucas/>
- LinkedIn: <https://www.linkedin.com/in/lucas-b-0ab876105/>