

# CAIO BRIGHENTI

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GitHub:

<https://github.com/CaioBrighenti>

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## EDUCATION & HONORS

**Colgate University**, Hamilton, NY

2016–2020

*Bachelor of Arts, Double Major in Computer Science and Peace & Conflict Studies*, GPA: 4.01/4.0

- Member of Benton Scholars, a program preparing world leaders for success in a global 21st century
- Recipient of the George W. Cobb Fellows Award, an award recognizing outstanding leadership and effective influence, and the Edgard J. Sevilla '56 and Dr. and Mrs. Theodore Herman Endowed Scholarships.
- Relevant courses: Data Analysis I (A+), Data Analysis II (A)

**Coursera**, [Machine Learning](#) & [Neural Networks and Deep Learning](#) Course Certifications

2018

- Completed an 11-week Stanford University machine learning course with a 93.7% grade
- Completed 4-week deep learning course by deeplearning.ai with a 96.5% grade

**Asociación Escuelas Lincoln**, *Dual High School Diploma*, Buenos Aires, Argentina, GPA: 3.99/4.0

2012– 2016

- Iris Lestani ACSAA Scholarship Award and Daniel Ochagavia Science Award

## EXPERIENCE

**Colgate University Innovation Fellows**

August 2016-present

*Innovation Fellow, Course Designer & Instructor*

- Developed a course proposal and outline for a design thinking course that became officially offered at Colgate University.
- Collaborate with a small team of students, faculty, and staff to design and implement innovative initiatives on campus such as quick idea generation, program enhancement, and pre-orientation programming

**Colgate Maroon-News**

March 2018–present

*Staff Writer*

- Write in a weekly tech-focused opinion column for the university newspaper with a circulation of 2,250

**Colgate University Ho Tung Visualization Laboratory**

September 2016–present

*VR Developer*

- Collaborate with small team to facilitate interactive virtual reality workshops for both technical and non-technical audiences.
- Work within the Unity3D engine to develop original virtual reality mechanisms using C#

**Colgate Virtual Galapagos**

Summer 2017, Summer 2018

*Lead Web Developer*

- Scripted and coded digital interactive learning module in HTML5 and Javascript.
- Performed all aspects of development: designed codebase architecture, wrote all code, and assured quality.
- Executed vision presented by a 6 person design team resulting in a working model that is currently under consideration for grant funding

**Pudge Wars for Dota 2**

December 2013–August 2016

*Co-founder, Lead Developer*

- Led a five-person team in the development of an add-on for the popular computer game Dota 2
- Managed marketing and outreach that generated over 5 million subscribers for the project

## SKILLS & INTERESTS

**Programming and Scripting:** Python, R, LaTeX, Javascript, C#, HTML/CSS.

**Software & OS:** Git, Linux/Windows terminal, Unity3D, Adobe Creative Suite, and Microsoft Office.

**Languages:** Portuguese (fluent), Spanish (fluent), French (intermediate).

**Interests:** Data science, artificial intelligence, social media, UI/UX design, graphic design.