



CLARA JACINTHO

COMPUTER SCIENCE STUDENT

ABOUT ME



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@ClaraJacintho

SKILLS

JAVA



C/C++



PYTHON



SQL



R



OTHERS: Git, Linux, Agile, Scrum

LANGUAGES

PORTUGUESE



ENGLISH (TOEFL: 113)



FRENCH



CHINESE



OTHER EXPERIENCE

- ❖ Exchange program in the UK (3 months) - Saint Michael's College, 2012
- ❖ Summer Exchange program in China - Communication University of China, 2017
- ❖ Hackathons: Paris Hack (2019), Global Game Jam (2018), AppChallenge (2017)

EDUCATION

Polytech Montpellier, Montpellier, FR | **2018 – 2020**
| *M.Eng Computer Science and Management*

UFRGS, Porto Alegre, Brazil | **2015 – 2021** | *B.Sc. Computer Science*

EXPERIENCE

UCSD, San Diego, US | **06/2019 - 08/2019** -
Undergraduate Researcher

Participated in the elaboration and implementation of a generic standard for library and cell names. Developed an application to translated from a given standard to the generic version.

SAP, São Leopoldo, BR | **01/2018 – 06/2018** -
Software Engineering Intern

Acted in sync with the maintenance and evolution of the Human Capital Management software product with focus in Spanish companies. The activities were executed following the Agile methodology with Scrum in a multidisciplinary team.

UFRGS, Porto Alegre, BR | **05/2016 – 01/2018** -
Undergraduate Researcher

Developed projects in the areas of education and research, such as mini-courses, android development, and data analysis. Elected team leader and coordinated the other undergraduate researchers, facilitating the communication between professors and other team members

PROJECTS

Personal Portfolio Website— *React*

Created a responsive portfolio website using the React framework. The site presents my skills and showcases some of my other past projects.
Available at: clarajacintho.dev

Simple Gestures Recognizer — *Python*

Developed an application in partnership with Boise State University for the recognition of simple hand gestures, using visual features (images/video) and muscle feature (e.g. activation value of a tendon in the hand) using machine learning.