Daniel Campos da Silva

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EDUCATION

Universidade Federal de Goiás **Goiânia - GO**

March, 2018 - July, 2023

Bachelor of Computer Science, GPA: 3.75 (9.0/10.0)

EXPERIENCE

Universidade Federal de Goiás **Goiânia - GO**

September 2021 – August 2022

Undergraduate Researcher

- **Implementing algorithms for generation of grids and chordal graphs and solving pairing and clique problems to compose an graph algorithms web tool**
  I studied and added algorithm implementations of generation and problem solving in graphs to a web tool for academic use. It can be accessed in graph-problems-tool.herokuapp.com.

Universidade Federal de Goiás **Goiânia - GO**

February 2021 – August 2021

Undergraduate Researcher

- **Proximal Point Method for Vectorial Optimization Problems**
  I studied papers and implemented gradient, proximal-point and proximal-gradient methods and plotted pareto charts in scalar, multiobjective and vectorial optimization using Python.

Centro de Inteligência Artificial (CEIA) **Goiânia - GO**

December 2020

Scholarship in Technological Project

- **Development of an Intelligent Assistant for Copel Holding's Shared Services Center**
  I helped building a database of audio transcriptions in brazilian portuguese for training an AI that recognizes and subtitles brazilian speechs. The project was funded by Copel Holding.

Universidade Federal de Goiás **Goiânia - GO**

September 2020 – December 2020

Student Mentor

- **Algorithms and Data Structures 2**
  I was assigned to help students with questions related to the subject, develop questions and test cases to test student knowledge. Also corrected students' code to and gave lessons about graph structures and algorithms.

Universidade Federal de Goiás **Goiânia - GO**

March 2019 - June 2019
September 2018 – December 2018

Student Mentor

- **Foundations of Computational Mathematics**
  I was assigned to help students with questions related to the subject by explaining concepts and techniques. Beyond that, I developed a list of dozens of questions approaching the complete syllabus of the course.

Skills

- Main Programming Languages: C, C++ and Python.
- Knowledge of Git, Github, Visual Studio, Linux and debugging process.
- Fluent english.
- Advanced knowledge of computer complexity theory and mathematical computing.
- Communicative, organized and quick learner.