

Elayne Torres

Game and Web Developer

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EXPERIENCE

CajuHUB, Aracaju/SE — Web Developer

MAY 2017 - present

Requirements surveying, planning and development of different web systems and applications. Such systems range from clinical management, as well as real-time animal tracking systems through LORA technology. My role is as a system analyst and full-stack development of the company's software products.

Imagem Empresarial, Aracaju/SE — Web Developer

NOV 2016 - APRIL 2017

I worked mainly on Front End development of CRM Systems with Ember.js framework, documentations, communication with APIs and also helping the Java Back End.

Eurekamob, Aracaju/SE — Game Developer

SET 2015 - NOV 2016

Worked on the core team of Ludsgame (Vale das Maças) development. This game is aimed at the aid in the treatment of the physiotherapy of children and people whom they reject the conventional method. For more information you can see ludsgame.com.br. My contribution was interface programming, game design, gesture programming for the kinect motion sensor, tests, character and camera animations on Unity. Also helped the web developer team on the game web system for the physiotherapists as full-stack developer.

Teaser “Vale das Maças” - TRAILER #SBGames2016

EDUCATION

UFS - Federal University of Sergipe, São Cristóvão/SE — Graduation

MAR 2013 - DEZ 2017

Studying the ninth semester of Computer Science. 2 years experience as a research fellow by CNPq and FAPITEC. One year in the area of parallel

SKILLS

C#, C, Java, Html5, CSS, Ember.js, Angular.js, JavaScript, Bootstrap, JQUERY, Asp.Net MVC 5, Razor, Entity Framework 6 O/RM, MySQL, SQL Server 2016, PostgreSQL, Unity 3D, git, Bitbucket, SourceTree, linux, SCRUM, Trello, Runrun.it.

Team work, desire to learn, dedication, communication skills, leadership.

LANGUAGES

Advanced english
Portuguese native.

PUBLICATION

Torres, E.; Macedo, H.; Nogueira L. “Otimização do algoritmo EM para GMM usando CUDA”. Computing and System Journal at UNIFACS, JUL 2017.

Torres, E.; Jesus, L.; Macedo, H. “Games para mobile com Reconhecimento de Fala em Português, através de Rede Neural Convolucional”. SBGames 2016, SET 08 2016.

computing with the CUDA architecture and another year with speech recognition systems in the Portuguese language of Brazil for mobile devices.

PROJECTS

Mathematical Game for mobile devices, with speech recognition using Convolutional Neural Networks — *Thesis of Computer Science graduation.*

Links of “Cálculo de Aventura” game for my graduation thesis :

“Cálculo de Aventura” Gameplay #SBGames2016

Alpha “Cálculo de Aventura” Trailer #SBGames2016

PUBLICATION (2/2)

Torres, E.; Macedo, H.

“Aplicativos com reconhecimento contínuo de fala para a língua portuguesa.” 25 EIC-UFS Scientific Research Meeting of UFS, NOV 2015.

Torres, E.; Macedo, H.

“Paralelização de rotinas relacionadas ao modelo acústico.” 24 EIC-UFS Scientific Research Meeting of UFS, NOV 2014.