

Fernando Padilha Farah

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Goal

Game Developer/Programmer | Software Developer

Academic Education

Bachelor's degree in computer engineering

Centro Universitário do Instituto Mauá de Tecnologia | Graduation: December/2023

Languages

English: Advanced

Portuguese: Fluent

Professional Experience

Riza Asset Management (Jan/2024 - present)

Associate | System Analysis - Technology

Continuation and maintenance of previous activities, with a greater focus on database management, improvement of data collection system, and expansion of collected data.

Riza Asset Management (Nov/2022 to Dec/2023)

Intern - Technology

Enhancement of cybersecurity in cloud environments (Azure and GCP), modeling and implementation of communication services, cybersecurity education for employees, financial data manipulation in Python, platform expansion based on Datalake Snowflake, creation of pipelines in Snowflake, on-site technical support, dashboard creation for data monitoring, cloud resource management, and improvement of data access on the website frontend. These activities were crucial for my professional development.

Academic Projects

Metaverso Mauá (Nov/2022 to Dec/2023)

President

The academic team is dedicated to studying and developing applications for virtual reality (VR), augmented reality (AR), and mixed reality (MR), aiming to innovate college experiences and showcase the possibilities of these technologies. The main mission is to enhance the learning of all Mauá community students, providing engaging and innovative experiences. It also offers the opportunity to work on practical projects, learning how to develop VR/AR/MR projects and use essential tools like Unity.

GRAND CHALLENGES SCHOLARS PROGRAM (GCSP)

Centro Universitário do Instituto Mauá de Tecnologia (Feb/2021 to Dec/2023)

Education of Cyber Security And Information Security

The Grand Challenges Scholars Program at IMT (Instituto Mauá de Tecnologia) is affiliated with the National Academy of Engineering's Grand Challenges for Engineering Students project. It combines IMT's curricular and extracurricular activities, linked by a common project theme chosen by the student and mentor, to develop the five competencies deemed key by NAE and IMT for addressing the Grand Challenges of Engineering.

Teaching Assistance - Fundamentals of Engineering Class

Centro Universitário do Instituto Mauá de Tecnologia (Jan/2020 to Jul/2021)

- Responsibilities included administration of projects developed by students in an innovative manner.
- Support for students in presentation development (slides and communication), idea prospecting, financial feasibility, and sales methods.

ABENGE Estudantil Section Mauá (Feb/2020 to Feb/2022)

Vice President

The focus of the section is to improve the teaching methods for students, creating adaptation projects for high school teaching methodologies in engineering courses. It presents opportunities and tools important for entrepreneurship and innovation development.

Collective Diversidade Mauá (Feb/2019 to Feb/2022)

President

The LGBTQIA+ collective aims to improve the community's experience, making the college environment more inclusive, regardless of our differences.

- One year as a member organizing integration and training events.
- One year as vice president assisting the president when necessary.
- One year as president, guiding projects and restructuring the team's foundation for longevity and prosperity.

Computer Skills

Microsoft Office: Advanced
Adobe Suite: Intermediate
Unity 3D: Advanced
Unreal Engine: Intermediate
C#: Advanced
C++: Intermediate
Python: Advanced
Git: Advanced
Blender: Intermediate
Linux: Advanced
Visual Studio Code: Advanced
Docker: Advanced
ShaderLab: Intermediate
SQL: Advanced
Cybersecurity: Intermediate
Game Development: Intermediate
Shell Script: Intermediate

Courses

Unity Certified Professional: Programmer – (2023 – 1 year) PearsonVue

Certificate Link: <https://www.credly.com/badges/d256d7ed-7070-4b45-ae42-0164f74f392a>

Shader Development from Scratch for Unity with Cg – (2021 – 10 hours) Udemy

Series Python for Data Science – (2020 – 15 hours) Cognitive Class

Unreal Engine C++ Developer: Learn C++ and Make Video Games - (2020 – 39,5 hours) Udemy

Become a Material Guru in Blender – (2020 – 13 hours) Udemy

Complete Blender Creator: Learn 3D Modelling for Beginners – (2020 – 36,5 hours) Udemy

Programação Shell Script - Automatizando Rotinas no Linux – (2020 – 9,5 hours) Udemy

The World of Docker & Kubernetes - Cluster Swarm, Prometheus & Grafana – (2019 – 2 days) FIAP

HandsOn - Centro Acadêmico Instituto Mauá de Tecnologia (2023 – 1 day)

- Presentation of a class at an open college event, teaching how to create a WebAR application with ThreeJS.

The Third GCSP International Research Conference (2023 – 1 day)

North Dakota State University (Online)

Eureka - Centro Acadêmico Instituto Mauá de Tecnologia (2022 – 3 days)

- Presentation of the academic team Metaverso Mauá, providing a practical experience that blends real and virtual world information.

The Second GCSP International Research Conference (2022 – 1 day)

North Dakota State University (Online)

The First GCSP International Research Conference (2021 – 1 day)

North Dakota State University (Online)

HandsOn - Centro Acadêmico Instituto Mauá de Tecnologia (2020 – 1 day)

- Presentation of a class at an open college event, teaching app creation with MIT App Inventor.