



Brenno FERREIRA RIBEIRO, 22

Computer Science Engineer on Embedded Systems

Desired Job: Internship

Details

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3080, Tervuren Belgium

Websites

<https://github.com/FrBrenno>

<https://linkedin.com/in/frbrenno>

<https://leetcode.com/FrBrenno/>

Languages

Portuguese: Native

French: Bilingual (C2)

English: Proficient (C2)

Education

Free University of Brussels, Brussels

September 2023 - Ongoing

Master's Degree, Computer Science Engineering on Embedded Systems.

Relevant In-Progress Project: Image Acquisition with Plenoptic Camera, Laboratory of Image Synthesis and Analysis, 2023-2024.

Currently leading the development of a graphical user interface (GUI) using C++ and wxWidgets for interaction with a plenoptic camera's API. The GUI streamlines the capture, processing, and visualization of data obtained from the plenoptic camera.

Free University of Brussels, Brussels

September 2019 – June 2023

Bachelor's Degree, Civil Engineering oriented Computer Science.

Relevant Completed Project: Microprocessor-Based Game Interaction, Digital Electronics Course, 2022-2023.

Led a project focusing on the practical application of digital electronics by using signals captured by a photoresistor to control and interact with the Google Chrome dinosaur game. Employed a microprocessor to process the captured signals, showcasing hands-on experience with digital systems and microcontroller programming.

Relevant Completed Project: AES-128 Encryption Module, Digital Architecture Course, 2023.

Successfully designed and implemented a module for AES-128 encryption using VHDL as part of the Digital Architecture course. This project involved a comprehensive understanding of digital architecture principles and demonstrated proficiency in VHDL programming for hardware description and synthesis.

CESS, Athénée Royal de Rixensart-Wavre, Rixensart

May 2016 – June 2019

Natural Sciences track with 7 hours of mathematics per week.

Fundamental School Abroad

Escola Estadual Odorico Leocádio da Rosa, Rondonópolis – MT – Brasil

- May 2016

Extracurricular Activities

Volunteer Tutor in Mathematics and Sciences for Secondary School Students, Schola ULB, Brussels

September 2019/ February 2020/ September 2021/ February 2022/ September 2022

Provided academic support to upper secondary students (4th, 5th, 6th grades)

Technical Skills

- Programming Languages: Python, C/C++, Java, Kotlin
- Database: PostgreSQL
- Source and Version Control: Git, GitHub
- Frameworks: Spring
- Software Architecture: MVC
- C++ Libraries: wxWidget, OpenCV
- Python Libraries: Numpy, Matplotlib
- Hardware Development: VHDL
- Embedded Systems: PSOC Creator
- Image Analysis and Processing
- Linux

Soft Skills

- Adaptability
- Organization
- Methodical
- Teamwork Spirit
- Volunteer
- Autonomy
- Problem-solving
- Debugging
- Project Management
- Design Principles