Geovane Silva Pereira

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EDUCATION

Federal University of Pernambuco (UFPE), Brazil Expected Graduation: Dec'17
Bachelor of Computer Sciences GPA: 8.2/10.0

DePaul University, Chicago, IL
Computer Sciences, Non-degree international student Aug'15 – June'16
Brazil Scientific Mobility Program, fully funded scholarship recipient GPA: 3.26/4.0

EXPERIENCE

Game Developer Summer 2016
Game Developer at Northeastern University
As part of Brazilian Scientific Mobility Program

Undergraduate Researcher Summer 2015
Undergraduate research at Voxar Labs
Augmented Reality and Computer Vision fields

Teaching assistant 2014 - 2015
Graphics Processing at UFPE

Teaching assistant 2013 - 2014
Algorithms and Data Structure in Java at UFPE

COURSE PROJECTS

AR Auth Tool
- Participate in the development of an Android Application that helps anyone to create Augmented Reality media content and share across devices.

Environment Modeling
- Made a playable 3D version of the Pokémon Center in the Unity3D Game Engine

First Flake
- I developed a simple IOS app that tell us the next time that will snow in a certain location.

Conte
- We developed an android app to help the communication between family, specialists and children with autism.

PrintedPost
- We developed an android app that makes possible to readers comment in the internet about articles of printed communication vehicles, such as magazines and journals

Mandacaru AeroDesign
- We developed a 3 meters cargo plane to compete in the annual competition of SAE Brazil. My main responsibility was to make the virtual 3D model of the plane as a Design Engineer, using the SolidWorks software.

COMPLEMENTARY EDUCATION

School of Arts, Game & Animation, PE Brazil 2008-2011
Adobe & Autodesk Softwares (Total hours: 280)

SKILLS

Language: Fluent in Portuguese, Advanced English, Elementary Spanish
Programming: Android, IOS, Java, Javascript, C++, C#, HTML/CSS, Swift, SQL.
Software: Unity3D, Autodesk Maya Illustrator, Photoshop, Premiere, After Effects, AutoCAD, SolidWorks, Cinema 4D, Microsoft Office.
Areas of interest: Game Development, Augmented Reality, Artificial Intelligence, Mobile Development, Graphic Design, User Interfaces.