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**

**Mobile Developer**  Summer 2017

Android Mobile Developer at Eleve Saude

**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, Python.

**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.