Felipe Nonato Cardoso Sobral Junior

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EDUCATION

PhD Student Computer Science (University of Tsukuba, Japan) — Expected 03/2027

Laboratory of Evolutionary Computation | MEXT Scholarship - Human Centered A.I Society Program
Keywords: Artificial Life, Open-endedness, Simulation, Softrobots

Masters Computer Science (University of Tsukuba, Japan) — Mar 2024

Laboratory of Evolutionary Computation | MEXT Scholarship - Human Centered A.I Society program

Masters Electrical Engineering (Federal University of Espirito Santo, Brazil) — Oct 2021

Laboratory of power electronics and electrical drive | CAPES Scholarship

BA Electrical Engineering (Federal University of Espirito Santo, Brazil) — 2018

PROFESSIONAL EXPERIENCE

University of Tsukuba — Tsukuba, Japan

Data Science Teaching Assistant — 04/2023 - 06/2023

- Attend to Data Science class and support the students with questions about Microsoft's Excel functionalities.

BeLight Energia — Vitoria, Brazil

Intern — 07/2017 - 04/2018

- Conducted extensive research for startup company projects. (Clean Development Mechanism)
- Prepared project presentations and reports to assist senior staff. (Electrical design/Solar power plants)
- Facilitated successful completion of projects from concept to launch. (Electrical design/Solar power plants)

Federal University of Espirito Santo — Vitoria, Brazil

Member of Electrical Engineering Education and Tutorial Program — 07/2014 - 07/2016

- Engaged in research, teaching and extension activities with a group of students supervised by a professor.
- Project leader of English conversation and grammar review group for undergraduate students.
- Member of Arduino teaching group.

CCAA — Vitoria, Brazil

English Instructor — 02/2011 - 02/2012

- Taught English classes in groups of children, teenagers and adults following CCAA's methodology.
- Built a professional and positive relationship with students, encouraging engagement and collaboration.

LANGUAGE & SKILLS

Languages

Portuguese (Native) | English (Toefl iBt 103) | Japanese (Basic - Currently Studying with private teacher)

Other

Python, Lua, GDscript, Matlab, Excel, NetworkX, Pandas, Github, Vscode
Optimization, data analysis, scientific writting, research presentation.

PROJECTS

PhD Research [github.com/non4to/SoftbodyGodot] — University of Tsukuba, Japan

Softbodies simulation in GODOT game engine
Artificial Life simulation of organisms that can attach and de-attach themselves.

PROCJAM 2024 [github.com/non4to/PROCJAM-2024]

Pixel evolution in pygame game engine
Simulation in python (pygame) of pixel-colors changing through crossover and mutation.

Rhymming and Saying [github.com/non4to/Rhymming-and-Sayings]

Context-free grammar, done in python, that uses wordnet to look for words that rhyme with selected sayings.

Evolutionary Character Files [github.com/non4to/CharacterFiles]

Done with Python. Used genetic algorithm to create character files for a TTRPG.