



# LUCAS ASSIS RODRIGUES

COMPUTER ENGINEER

## PERSONAL PROFILE

I am computer engineering graduate enthusiastic about building gadgets and sharing knowledge. So I worked mentoring software engineering students, also did research with embedded systems. Currently taking the Master program at the Apple Developer Academy improving my mobile skills.

## EDUCATION

### Universidade Federal de Itajubá

B.Sc. in Computer Engineering  
Graduated in Dec 2016

### The University of Texas at El Paso

Study Abroad, Electrical and Computer Engineering  
Aug 2015 - May 2016

### Apple Developer Academy

Master Class  
Expected graduation Jun 2018

## CONTACT

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## AWARDS

- Second place overall at HackCU 2016 for B-Note.
- WWDC 2018 scholarship for ColorPiano playground.

## SKILLS

- |         |                   |             |
|---------|-------------------|-------------|
| - Java  | - VHDL            | - Android   |
| - C#    | - MSP430          | - Hibernate |
| - Swift | - Arduino         | - Git       |
| - C/C++ | - Particle Photon | - Sketch    |

## EXPERIENCE

### Universidade Federal de Itajubá

Teaching Assistant | Feb 2013 - Aug 2015

- Contributed to the strategic plan for software development.
- Worked with a team to design and develop a module for the university portal website.
- The API used for the website was Java Server Faces (JSF) communicating to a PostgreSQL database using Hibernate.

### Universidade Federal de Itajubá

IT Intern | Aug 2014 - Mar 2015

- Worked with students on one-by-one interactions and groups to help with assignments, reinforce the course concepts, and improve their overall performance.
- Assisted with grading and documenting the performance of the classes.
- Assisted the professor with the following courses: Object-Oriented Programming (C++), Applied Programming (Java).

### The University of Toledo

Research Intern | May 2016 - Aug 2016

- Worked to test, bug fix and improve the existing functionalities of an existing structural analysis software.
- Designed and developed new features.
- Coded in C++ using the MVC and OpenGL frameworks.

### eWorld

Freelance Web Developer | Feb 2017 - Mar 2017

- Worked in both front-end and back-end development for the services provided by the company.
- Implemented the front-end functionalities in C# using ASP.NET MVC and Razor.
- Also implemented the back-end in C# using the Entity Framework to access the database.