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Luiz Fernando Leite Pereira

EDUCATION

University of Massachusetts Lowell

- ❖ Masters of science in Computer Science – January 2025 – Present
- ❖ *Bachelor of Computer Science* – September 2019 – December 2023
- ❖ *Mathematics Minor* – September 2019 – December 2023
- ❖ *Economics Minor* – September 2019 - December 2023

Additional Coursework:

- ❖ Software Engineering I, Mobile App Programming I & II, Oral and Written Communications for CS, Operating Systems, Database I, Calculus I-III, Discrete Structures I & II, Artificial Intelligence, Methods in Data Science

SKILLS

Technical – C/C++, Java, Python, HTML, CSS, JavaScript
Tools – Git, Android Studio, Unity 3D, SFML
Soft skills – Thorough understanding of development methodologies (agile, scrum, waterfall, etc), Good Communication, Problem-Solving, Adaptability, Time Management, Teamwork
Languages – English (Fluent), Portuguese (Native)

EXPERIENCE

Freelance Web Developer — *Flourish Home Care* — October 2024 – Present

- ❖ Developed and maintained a fully responsive, user-friendly website for Flourish Home Care using HTML, CSS, and JavaScript, ensuring the design was aligned with brand identity and client needs.
- ❖ Followed Agile development practices to ensure iterative progress and rapid delivery of high-quality web features. Participated in regular sprint planning, stand-ups, and retrospectives to align project goals with client needs and timelines.

FC Associate I — *Amazon* — October 2024 – Present

- ❖ Collaborated seamlessly with team members to achieve operational goals and maintain an efficient and dynamic workflow.
- ❖ Contributed to the seamless flow of products through shipping and receiving processes, ensuring timely and accurate order fulfillment.

PROJECTS

Geotagging – Java, XML, Android Studio, Maps SDK

- ❖ Collaborated with a team to develop a mobile application that utilized geographic coordinates to display locations on an interactive map and enabled users to easily calculate and visualize distances between selected points.
- ❖ Used Java, XML, and Google Maps SDK to develop the app's core functionality, design and structure the UI, and integrate interactive maps, ensuring optimal performance, intuitive layouts, and seamless user interactions.

Solar System Simulation — C++, SFML

- ❖ Used C++ to design a sophisticated simulator replicating the dynamic behavior and orbital motion of planets within the solar system, offering an immersive 2D perspective.
- ❖ Employed advanced principles from calculus and physics to meticulously calculate gravitational forces, velocity vectors, acceleration, and precise planetary positions.
- ❖ Used SFML (Simple and Fast Multimedia Library) to design and create a simulation with visual graphics, enhancing user interaction and experience.