**First name LAST NAME**

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| email[@mail.com](mailto:samuelmtimbo@gmail.com) | +55 1 XXXXX - XXXX | [github.com/](http://www.github.com/samuelmtimbo)githubusername |
|  |  | [stackoverflow.com/users/](http://stackoverflow.com/users/1772823)stackoverflowid |

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| EDUCATION |

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| **University Name** |  | Graduating in December 2016 |
| *Bachelor of Science in Computer Engineering* | | *GPA XX/XX* |

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| **University of Vermont** |  | Spring 2014 - Fall 2014 |
| *Brazil Scientific Mobility Program with emphasis in Computer Engineering* | | |

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| WORK EXPERIENCE |

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| **Company** |  | City, State, Country |
| *Software Engineer Intern* |  | August 2015 - Present |
| * Helped refactoring the client side web application by using React.js alongside Facebook’s Flux data model; * Heavily used npm famous JavaScript modules and learned about many Web Development good practices; * Developed flax, a library for optimizing the workflow of a React.js + Flux based application development. | | |

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| **Company** |  | City, State, Country |
| *Game Developer* |  | Summer 2014 |
| * Developed a prototype of a multi-platform cognitive behavioral therapy RPG game using Cocos2d-JS engine. | | |

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| **Company** |  | City, State, Country |
| *Quality Director* |  | June 2012 - June 2013 |
| * Acquired leadership abilities by guiding the department to solve many internal business challenges; * Taught the team VBA programming to incentive the creation of better management tools. | | |

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| MAJOR PROJECTS |

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| **4DWin** |  | June 2014 – July 2016 |
| *A gamified application where users compete in groups for user-defined challenges* | | |
| * Designed and developed both Android and Web versions using APIs like Google Cloud Messaging and Facebook login; * The backend was implemented as a RESTful API based on node.js, Express.js and MongoDB; * The app was tested by freshman students in an introductory course to programming. | | |

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| **Hiraku** |  | January – July 2015 |
| *A simulation of an online PaaS service infrastructure inspired by Heroku* | | |
| * Implemented both a server to manage local VMs simulating the service and a SSH enabled Git server; * Collaborated on a client CLI tool and a proxy middleware responsible for running Load Balancing algorithms. | | |

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| **Mad Ratz** |  | July – December 2015 |
| *Battle game where players could implement their own character’s fight strategies as an AI written in Python* | | |
| * Built the match scene using Unity3D by playing simulated snapshots obtained from a Thrift service. | | |

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| **Nice Points** |  | March 2014 – July 2015 |
| *Facebook online 2-player turn-based famous game* | | |
| * It has Cocos2d-JS, Facebook Graph API, socket.io and node.js in its core; * The 1-player mode AI was written using the Monte Carlo algorithm. | | |

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| **Braille Printer** |  | September 2013 |
| *A low cost braille printer prototype* | | |
| * Led the Engineering team to win the second place at the Challenge Entrepreneurial Contest. | | |

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| SKILLS |

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| **PROGRAMMING LANGUAGES** | **TECHNOLOGIES** |
| 4 years: Java, JavaScript  2 years: C/C++, C#  6 months: Python, PHP, Matlab/Octave, VBA | HTML, CSS, JQuery, Ember.js, node.js, Express, socket.io, redis.io, SQL, MongoDB (NoSQL), Git, Amazon Web Services (AWS), Heroku, VirtualBox, Cygwin, Unix/Bash, Android SDK, JUnit, Cocos2d-JS, Unity3D, Docker |
| **AWARDS** | **ONLINE COURSES** |
| 2nd Place Team at Microsoft College Code Competition (2015)  Honorable Mention in the National Physics Olympiad (2008/2009) | Algorithms: Design and Analysis Part 1 (Stanford, 2016), Mobile Applications to Android (UMD, 2014), Machine Learning (Stanford, 2013), Startup Engineering (Stanford, 2013), Gamification (UPenn, 2012) and Programming in Python (Rice, 2012) |