



Ana Flavia de Araujo  
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## EDUCATION

**Universidade Federal do ABC** — Information Engineering, 2013 - Present  
**Colégio Bandeirantes** — 2010-2012

## SKILLS

Programming — Java, C#, C, Python, HTML, CSS, XML.  
Natural Language Processing (NLP) — Part-of-speech taggers, Computational linguistics, Corpus processing, Natural Language Toolkit.  
Game and app development — Unity3D, Blender, Adobe Photoshop.  
Courses — See [Linkedin](https://br.linkedin.com/in/ana-flávia-de-araujo-531a2360). <https://br.linkedin.com/in/ana-flávia-de-araujo-531a2360>

## FOREIGN LANGUAGES

**English** — With proficiency  
Certificate of Proficiency in English (CPE) of Cambridge, 2013.  
**French** — Upper Intermediate (B2)  
Diplôme d'Etudes en Langue Française (DELF) B1 of CIEP, 2015.

## EXPERIENCE

**Game programmer/developer; UFABC** — March 2015 - Present  
Development, research and design with Unity3D (C#) for an upcoming app for computer and mobile devices about the Paralympics.  
**Researcher; UFABC** — 2013-2014  
Elaboration of scripts in Java with pre-processing and post-processing methods for the part-of-speech tagger MxPost, as well as the incorporation of reviewed tagging corpora, which together resulted in an improvement of the accuracy of the tagger of 40% over the original version.  
**Empirical Methods in Natural Language Processing** — 2015  
Attended the EMNLP 2015 conference in Lisbon, Portugal.  
**Volunteer English Teacher** — 2015 - Present  
NGO *Cidadão Pró-Mundo*, for a class of 12 advanced-level students.