



Ana Flavia de Araujo
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Linkedin & Github: <http://anaflv.github.io>

EDUCATION

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

SKILLS

Programming — Java, C#, CSS, C, Python, HTML, 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 (DELFI) 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.