

— Arthur Xavier Gomes Ribeiro —

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Skills

Expert

JavaScript (ES6+), HTML5, CSS3, Node.js, PureScript, functional programming, domain-driven development.

Advanced

React, Angular, TypeScript, C/C++, C#, Java, SQL, Haskell, Elm, Git, object-oriented programming, test-driven development.

Intermediate

Python, Unity3D, OpenGL & GLSL, Linux.

Languages

Portuguese, English, German, French, Irish (Gaeilge), Spanish.

Experience

DEZ 2015 – MAR 2017

Research & Development Intern

[take](#)

Lead front-end developer of the [blip.ai](#) portal, a platform for chatbot creation and management. Ported open source messaging libraries from C# to JavaScript and TypeScript using a test-driven methodology.

OCT 2015 – MAR 2016

Freelance Full-stack Web Developer

[Bitfusion.io](#)

Development of web applications with the MEAN Stack and design of static web pages.

MAR 2014 – JUN 2014

Undergraduate Researcher

[VerLab, Universidade Federal de Minas Gerais](#)

Development of an Android prototype application for the generation of 3D models from two-dimensional sketches.

OCT 2013 – MAR 2014

Undergraduate Researcher

[VerLab, Universidade Federal de Minas Gerais](#)

Research on RENDERING AND SIMULATION OF UNDERWATER ENVIRONMENTS in the Computer Graphics area. Paper accepted to the ICPR 2014 conference.

Education

- 2013 – Computer Science Undergraduate Student
Universidade Federal de Minas Gerais
- 2014 – 2015 Computer Science Exchange Student
Technische Universität Dortmund
- 2010 – 2012 Technical High School in Informatics
CEFET-MG

Talks

- 21 OCT 2017 On programs and functions: thinking abstraction
InterCon 2017
- 23 JUN 2017 Functional programming in JavaScript: how and why?
JS Experience 2017
- 30 MAR 2017 Functional programming for applications: thinking correctness
19º Encontro Locaweb Belo Horizonte

Awards

- 2012 1st place
Olimpíada de Algoritmos Hostnet
- 2011 2nd place
Olimpíada de Algoritmos Hostnet

Interests

Front-end web development

Declarative UIs, formal models of UIs, WebGL, rich web experiences and compile-to-JS languages.

Programming languages

Practical applications of functional programming and advanced type systems.

Graphics programming

Non-photorealistic rendering, game development, procedural generation, generative art and experimental interactivity.