— Arthur Xavier Gomes Ribeiro —

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Skills

Advanced
HTML5, CSS3, JavaScript (ES6+), React, Angular, Node.js, C/C++, SQL, Haskell, Elm, PureScript, functional programming, object-oriented programming, domain-driven development.

Intermediate
Python, C#, Unity3D, OpenGL & GLSL, test-driven development.

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

Experience

OCT 2015 – MAR 2017

Research & Development Intern
take

Lead front-end developer of the blip.ai portal, a platform for chatbot creation and management.

OCT 2015 – MAR 2016

Full-stack Web Developer
Bitfusion.io

Development of web applications with the MEAN Stack.

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, experimental forms of interactivity, rich web experiences and compile-to-JS languages.

Programming languages
Applications of functional programming and advanced type systems.

Graphics programming
Non-photorealistic rendering, game development, procedural generation, generative art.