— 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

<u>take</u>

Lead front-end developer of the <u>blip.ai</u> portal, a platform for chatbot creation and management. Ported open source messaging libraries from C# to JavaScript and TypeScript using a test-driven methodology. Took part in the implementation of features for a distributed system.

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 Ist 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.