— Arthur Xavier Gomes Ribeiro —

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Skills

Advanced
HTML5, CSS3, JavaScript (ES6+), React, Angular, Node.js, C/C++, 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.