

## Bárbara Gomes Ribeiro

barbaragomes@dcc.ufmg.br

INTERESTS	Computational Social Science, Social and Information Networks, NLP, Machine Learning	
EDUCATION	<b>BSc in Computer Science</b>	2018 - Present
	<i>Universidade Federal de Minas Gerais (UFMG)</i>	Current GPA: 4.81/5.00
	<b>Mechatronics Technician</b>	2015 - 2017
	<i>Centro Federal de Educação Tecnológica de Minas Gerais (CEFET-MG)</i> High School integrated technical course in Mechatronics	
EXPERIENCE	<b>Research Assistant</b>	Jun 2020 - Present
	<i>Department of Computer Science, UFMG</i>	
	• Member of Covid Data Analytics. Currently studying political and ideological use of medical and scientific information on social media during the Covid-19 pandemic. I am supervised by Dr. Wagner Meira Jr. and Dr. Evandro L.T.P. Cunha.	
	<b>Research Assistant</b>	Jun 2020 - Present
	<i>Department of Computer Science, UFMG</i>	
	• My research is a case study of the Sleeping Giants Brasil Twitter profile and network focused on understanding how collective actions on social media influence a company's stance and image. I work with Manoel Horta Ribeiro under the supervision of Dr. Wagner Meira Jr. and Dr. Virgílio Almeida.	
	<b>Teaching Assistant</b>	
	↪ <b>Programming and Software Development I</b>	Mar 2020 - Present
	↪ <b>Computational Linear Algebra</b>	Aug 2019 - Dec 2019
	<i>Department of Computer Science, UFMG</i>	
	• Created and marked assignments and exercises;	
	• Conducted weekly sessions with students reviewing the course content;	
	• Provided students with online support.	
	<b>Research Assistant</b>	Jan 2016 - Dec 2016
	<i>Nucleus of Research in Language and Technology (INFORTEC), CEFET-MG</i>	
	• Research Grant given by the Brazilian National Council for Scientific and Technological Development (CNPq);	
	• Development of the project “Desenvolvimento de um mundo de blocos para ações robóticas do robotlplc” (Development of a blocks world for robotlplc robotic actions) with focus on making and recognizing with computer vision techniques a 3D printed world of blocks for robotlplc.	
	<b>Volunteer Research Assistant</b>	May 2015 - Dec 2015
	<i>Nucleus of Research in Language and Technology (INFORTEC), CEFET-MG</i>	
	• Worked on the development of robotlplc, a cartesian robot based on Terry Winograd's virtual robot SHRDLU.	
PUBLICATIONS	• B. RIBEIRO, C. LUCAS, G. CARVALHO. Ações robóticas baseadas em PLN incidentes sobre o micromundo do robotlplc. In Proceedings of the Mostra Nacional de Robótica, 2015, Uberlândia. ( <i>NLP based robotic actions incident on robotlplc microworld</i> )	
	• B. RIBEIRO, C. LUCAS, G. CARVALHO. Desenvolvimento de um mundo de blocos para ações robóticas do robotlplc. In Proceedings of the Mostra Nacional de Robótica, 2016, Recife. ( <i>Development of a blocks world for robotlplc robotic actions</i> )	

## AWARDS

- Research Grant and Academic Merit Award at Mostra Nacional de Robótica 2015 (*National Robotics Fair*) for the project “Ações robóticas baseadas em PLN incidentes sobre o micromundo do robotlplc” (*NLP based robotic actions incident on robotlplc microworld*)
- Honored as Featured Application at Mostra Nacional de Robótica 2016 (*National Robotics Fair*) for the project “Desenvolvimento de um mundo de blocos para ações robóticas do robotlplc” (*Development of a blocks world for robotlplc robotic actions*)
- Bronze medal at Brazilian Mathematical Olympiad of Public Schools

## PROJECTS

### Youtube Histats

2020

A tool to scrape YouTube extensions and extract historical data, projections and estimated earnings from YouTube channels or videos.

### Women in CBTM

2020

Data analysis and scraping from the Brazilian Confederation of Table Tennis (CBTM) with focus on understanding women participation in the sport to guide and support new gender-oriented initiatives being proposed to CBTM.

### Academic Project: ENEM data analysis

2019

Analysis of ENEM's results and socioeconomic data from candidates and schools with focus on understanding how grades are affected by the student's background. ENEM is the Brazilian university entrance exam.

## SKILLS

**Computer Languages:** Python, C++, C, SQL, R, Javascript (in proficiency order)  
**Natural Languages:** Portuguese (native), English (advanced), French (basic)