

Davi Chaves

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EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA

BS IN COMPUTER SCIENCE

FULL TUITION SCHOLARSHIP

RECIPIENT

Expec. May 2017 | Los Angeles, CA

MAKE SCHOOL

NON-DEGREE PROGRAM

IOS DEVELOPMENT SUMMER

ACADEMY

Summer 2014 | Palo Alto, CA

LINKS

Github:// [davichaves](#)

LinkedIn:// [davichaves](#)

Twitter:// [@davichavess](#)

Quora:// [Davi-Rodrigues-Chaves](#)

SKILLS

PROGRAMMING

JavaScript	*****
C++	****
Objective-C	****
Ruby	****
Swift	****
Python	***
C	***
Java	***
PHP	**

FRAMEWORKS

- Rails
- Flask
- Angular.js
- Backbone.js

TOOLS & APIS

- Google Maps
- Sendgrid
- XCode
- Git
- Eclipse
- SpriteBuilder
- Backbone.js

EXPERIENCE

MAKE SCHOOL | IOS GAMES INSTRUCTOR

Jun 2016 – Aug 2016 | Los Angeles, CA

- Taught a group of 10 students how to program.
- All students finished the 8 week program with apps on the app store.
- Developed new tutorials for the students.

OMAZE | WEB DEVELOPMENT INTERN

July 2015 – December 2015 | Los Angeles, CA

- Performed black-box testing on the online platform
- Helped improving code coverage for JavaScript unit tests.
- Designed pages and features that went live.

BRAZILIAN STUDENT ASSOCIATION SOFTWARE DEVELOPER

Jan 2015 – Present | Remote

- Helped develop BRASA's online platform using Ruby on Rails.
- Implemented Internationalization in BRASA's platform using Rails Internationalization (I18n) API.
- Connected Wordpress with the platform using Wordpress REST API.
- Worked on both front end and back end of the platform

PERSONAL PROJECTS

BLACKJACK BOARDGAME | IOS APP

Summer 2014 | Palo Alto, CA

Fully developed and designed an iPad game from scratch using Objective-C and Spritebuilder. Blackjack Boardgame is a game that brings the best of 2 worlds together. If you like gambling and board games this game is perfect for you!

LINK: bit.ly/davigame

UNISAVIOR | WEB/IOS APP

April 2016 | Los Angeles, CA

Creating an platform to make easier for USC students to post and look for leases and subleases. This platform was built on Ruby on Rails and makes use of Google Maps API.

LINK: www.unisavior.com

CLIFF JUMPER | IOS APP

September 2016 | Los Angeles, CA

iOS game that uses SpriteKit framework to entertain users with an create infinite scroller type of game. The game uses mixpanel to keep track of users behavior and GameCenter to have leaderboards and achievements.

LINK: bit.ly/cliffjumper

AWARDS

2014	Overall Winner	BRASATech Hackathon (Project: Testr)
2014	Best Use of Sendgrid API	Hack Duke (Project: Dangr)