First name Last Name

email@mail.com +55 1 XXXXX - XXXX github.com/githubusername
stackoverflow.com/users/stackoverflowid

EDUCATION

University Name January 2012 - December 2016
Bachelor of Science in Computer Engineering *GPA XX/XX*

University of Vermont Spring 2014 - Fall 2014
Brazil Scientific Mobility Program with emphasis in Computer Engineering

WORK EXPERIENCE

Company City, State, Country
Software Engineer Intern August 2015 - Present
- Helped refactoring the client side web application by using React.js alongside Facebook's Flux data model;
- Heavily used npm famous JavaScript modules and learned about many Web Development good practices;
- Developed flax, a library for optimizing the workflow of a React.js + Flux based application development.

Company City, State, Country
Game Developer Summer 2014
- Developed a prototype of a multi-platform cognitive behavioral therapy RPG game using Cocos2d-JS engine.

Company City, State, Country
Quality Director June 2012 - June 2013
- Acquired leadership abilities by guiding the department to solve many internal business challenges;
- Taught the team VBA programming to incentive the creation of better management tools.

MAJOR PROJECTS

4DWin June 2014 – July 2016
A gamified application where users compete in groups for user-defined challenges
- Designed and developed both Android and Web versions using APIs like Google Cloud Messaging and Facebook login;
- The backend was implemented as a RESTful API based on node.js, Express.js and MongoDB;
- The app was tested by freshman students in an introductory course to programming.

Hiraku January – July 2015
A simulation of an online PaaS service infrastructure inspired by Heroku
- Implemented both a server to manage local VMs simulating the service and a SSH enabled Git server;
- Collaborated on a client CLI tool and a proxy middleware responsible for running Load Balancing algorithms.

Mad Ratz July – December 2015
Battle game where players could implement their own character's fight strategies as an AI written in Python
- Built the match scene using Unity3D by playing simulated snapshots obtained from a Thrift service.

Nice Points March 2014 – July 2015
Facebook online 2-player turn-based famous game
- It has Cocos2d-JS, Facebook Graph API, socket.io and node.js in its core;
- The 1-player mode AI was written using the Monte Carlo algorithm.

Braille Printer September 2013
A low cost braille printer prototype
- Led the Engineering team to win the second place at the Challenge Entrepreneurial Contest.

SKILLS

PROGRAMMING LANGUAGES

4 years: Java, JavaScript
2 years: C/C++, C#
6 months: Python, PHP, Matlab/Octave, VBA

TECHNOLOGIES

HTML, CSS, JQuery, Ember.js, node.js, Express, socket.io, redis.io, SQL, MongoDB (NoSQL), Git, Amazon Web Services (AWS), Heroku, VirtualBox, Cygwin, Unix/Bash, Android SDK, JUnit, Cocos2d-JS, Unity3D, Docker

AWARDS

2nd Place Team, out of 10 teams, at Microsoft College Code Competition (2015)
Honorable Mention, out of 100 contestants, in the National Physics Olympiad (2008/2009)

ONLINE COURSES

Algorithms: Design and Analysis Part 1 (Stanford, 2016), Mobile Applications to Android (UMD, 2014), Machine Learning (Stanford, 2013), Startup Engineering (Stanford, 2013), Gamification (UPenn, 2012) and Programming in Python (Rice, 2012)